A Complete Fantasy Adventure Game Magazine

PROTEUS

No 17

95p

FREE FANTASY POSTER INSIDE

Dare you enter Black Crag Castle?

Exclusive

PROTEUS SWEATSHIRT
– SEE BACK PAGE

PROTEUS No.17

Black Crag Castle?

by Ken Bulmer

DICE and a pencil are all you need to begin this adventure – then *you* decide which route to take, which dangers to brave.

As you progress in your Quest, you are likely to encounter various traps, or face monsters. You will also get information, or find certain items which will be of help to you in your quest. You should record these in your *quest sheet* as well as keeping an account of how many rations you have left. As you use up rations, remember to cross them off in your *quest sheet.*

It is important that you build up a map of the way. You may not succeed at your first attempt, but each new journey will give you more information – until you are at last successful in your quest.

If you try to read the magazine in numerical order, it will make no sense. You must choose, when you are given the choice, which section to turn to, and which traps, puzzles, or monsters to face. Good luck!

No. 18

Next month you go in search of a deadly dragon. he can cast a spell that can charm you into becoming his slave–or even his dinner. If you succeed in slaying him there is a large reward.

Don't miss this issue–place an order with your newsagent now.

No. 18 ON SALE FRIDAY MARCH 18, 1988.

ILLUSTRATIONS
FRONT COVER: N. Blanchard
POSTER: Julek Heller
INTERNAL ARTWORK: Paul Campbell; Dave De Leuw; Mark Dunn; Gary Harrod; Alan Hunter; Tim Sell

ABC

Editor Mike Kenward
Secretary: Pam Brown
Assistant Editor David Barrington
Editorial Assistant Colette McKenzie
Editorial Proteus, 6 Church Street, Wimborne, Dorset BH21 1JH. Tel: Wimborne (0202) 881749
Advertisement Manager Peter J. Mew, 4 Neasden Ave., Clacton-on-Sea, Essex CO16 7HG. Tel: Clacton (0255) 436471

SUBSCRIPTIONS & BACK NO's

Subscription for delivery direct to any address, see poster. Subscriptions can only start with the next available issue; for back issues see page 40. **Sorry Nos. 1, 5, 6 and 9 are now sold out.** Please make cheques or postal orders payable to 'Proteus', and send them, together **with your name and address** in block capitals, to Proteus, 6 Church Street, Wimborne, Dorset BH21 1JH.

ADVERTISEMENTS

Although the proprietors and staff of PROTEUS take reasonable precautions to protect the interests of readers by ensuring as far as practicable that advertisements are *bona fide*, the magazine and its Publishers cannot give any undertakings in respect of statements or claims made by advertisers, whether these advertisements are printed as part of the magazine, or are in the form of inserts.

The Publishers regret that under no circumstances will the magazine accept liability for non-receipt of goods ordered, or for late delivery, or for faults in manufacture. Legal remedies are available in respect of some of these circumstances, and readers who have complaints should address them to the advertiser or should consult a local trading standards office, or a Citizen's Advice Bureau, or their own solicitor.

© Wimborne Publishing Limited 1988. Copyright in all drawings and material published in Proteus is fully protected and reproductions or imitations in whole or part are expressly forbidden. Whilst every care is taken in preparing these games we cannot accept any responsibility for error. Published by Wimborne Publishing Limited, 6 Church Street, Wimborne, Dorset BH21 1JH. Printed in England by Kingsdale Press, Reading, Berks. Proteus is sold subject to the following conditions, namely that it shall not, without the written consent of the Publishers first having been given, be lent, resold, hired out or otherwise disposed of by way of Trade at more than the recommended selling price shown on the cover, and that it shall not be lent, resold, hired out or otherwise disposed of in a mutilated condition or in any unauthorised cover by way of Trade or affixed to or as part of any publication or advertising, literary or pictorial matter whatsoever.

Introduction

You are about to enter a strange and fantastic world of long ago. Weird creatures, mysteries, dangers and magic abound. As an adventurer of some experience, you are strong, wise, courageous and agile. You will need all of these qualities if you are to succeed in your next quest. You may also need a little luck!

Make a careful note of all information learnt about Panash, *however trivial it may seem at the time*, during your quest. Your success, or even your survival, may depend on a chance overheard remark or good powers of observation.

Testing your Fate: Your *Initial* Fate/Fortune score is decided at the beginning of your adventure by rolling one dice and adding 6 to the score. During the course of your quest, you may lose or gain FATE points—you add or subtract these to whatever your current Fate/Fortune score is. When you "Test your Fate", you throw two dice: if the score is the same as, or less than your current Fate/Fortune score, you have been lucky. If the numbers add up to more than your Fate/Fortune score, you have been unlucky. In the text, you will be told which section to turn to in either case.

Before you begin the quest take two dice, a pencil and a few sheets of paper on which to map your progress. As you will have to fight many battles along the way, you must first determine your level of dexterity and strength.

Dexterity and Strength

Roll one dice, add six to this number and make a note of it. This is your *Dexterity* score and shows your skill in swordsmanship.

Now roll two dice, add twelve to this number and make a note of it. This is your *Strength* score.

These scores will alter as you go along. You may, for instance, lose strength points in battle. You may restore your strength by eating a meal. One meal restores five strength points. You must remember though, that *your Strength and Dexterity Scores must never exceed their initial value determined by the throw of the dice at the beginning of each adventure.*

Rules for Fighting

On the way you will meet people and creatures you may choose or be forced to fight. Each will have its own Dexterity and Strength scores given in the text.

To resolve a battle:

1. Roll two dice and add this to you opponents Dexterity Score. This is its *Fighting Power.*

2. Roll two dice and add this to your Dexterity Score. This is your *Fighting Power.*

3. If your Fighting Power is greater, you have scored a blow and wounded your opponent. Subtract two points from its Strength Score. If your opponent's Fighting Power is greater, it has wounded you. Subtract two points from your current Strength Score. If both scores are the same, you have parried each other's blows. Neither loses points.

The next round of battle proceeds in exactly the same way. Repeat steps 1, 2, and 3 until either your score or your opponent's is zero. A zero means death.

Losing and Gaining Points

Sometimes you will be awarded extra points during the adventure. Add these to your score but remember **you can never exceed the initial value set at the beginning of the adventure**. You may also lose points due to some difficult activity. Simply deduct these from your current score.

Replenishing Strength

As you read on you will discover what weapons, additional equipment, money and rations you may take on your journey. There will be sufficient food for a set number of meals. Make a note of each meal you eat, each piece of gold you spend and each object you find. Use your rations, money and equipment wisely. You have a long and difficult road ahead.

Your Quest Begins...

Ahead of you stretches the port of Alfanzar like a sleek white cat with extended paws waiting to leap upon its victims. White walls, flat roofs, ominous towers and gleaming domes dominate the bay and the two paw-like jetties. Beyond the walls the sea glitters in the noonday sun. Seagulls wheel and scream their hoarse cries, the sky is a miraculous blue and the scent of flowers along the dusty road fills the air with perfume; but you stride on choking with black rage, shaking with the fury of anger and sorrow and despairing determination.

You hardly notice the animated scenes about you, the white port of Alfanzar, the blue glittering sea, the galleys riding at anchor. You are barely aware you've tramped twenty miles since dawn. Your mind is drenched with scarlet memories, hideous memories.

You see your native village of Millhaven, you see it as you've never seen it before, as you never dreamed you could ever see it. The houses still burn in the cool of the dawn air. Corpses lie sweltering in their own blood and you can still taste the charnel house stink. Everyone there is slain; but although you've been away adventuring you see there are people of the village family you remember well missing from the slaughter. You can only hope that by a miracle they escaped and fled into the hills.

As you stride on you stumble over a stone and stagger like a drunken fool, so fierce is the power of the awful memories. You see your father sprawled with his arms protectively enfolding the dead body of your mother. He tries to speak, his mouth filled with blood, near to death.

"Our Talisman . . . One Ear . . ." The blood pours from his mouth and he is dead, dead like the rest in your home. And the family Talisman has vanished, the golden disc ripped from around your father's neck. No matter that some of the children might have escaped; without the family Talisman they will never succeed in life on the beautiful but cruel world of Konkordia.

"One ear!" you snarl to yourself, striding on. "A damned pirate with one ear! And he's stolen our Talisman!"

DEXTERITY
STRENGTH
FIGHTING POWER
RATIONS
SECRETS LEARNT
ITEMS DISCOVERED
FATE/FORTUNE
THE QUEST SHEET

1

Soon the outskirts of the town are about you and you head down to the waterfront seeking a likely tavern and information. In the past you've avoided Alfanzar because of its evil reputation. At the sign of the Blue Anchor you can smell fish and the sea and strong drink and you push in, momentarily blinded in the gloom from the harsh glare outside. Soon you are ensconced in a corner with a jug before you and a heel of bread and a dish of something that smells like last week's refuse but doesn't taste too bad for you are ravenous after your long walk. Also, you are amazed you can eat at all. You size up the customers and just as you are wiping the dish clean with the last of the crust the doors swing open and a group of laughing boisterous men and women enter. They wear loud clothes smothered with gold lace and rings glitter in their ears. Feathers decorate their wide-brimmed hats. They swagger. There are knives in their sashes, and cutlasses, scimitars and rapiers swing at their sides. You stare at them with burning eyes. Yes!

One of them, the obvious leader, dripping with gold lace and silks and feathers, swishes off his wide-brimmed hat and you see he has but one ear. One damned ear! His face is hard and swarthy, scarred, and his nose is broken and he roars louder than the rest and they laugh at every sally. You hear them call him Panash. Panash One Ear! He is the one! Do you ignore him or try to follow when they leave later on in the evening? Turn to **104**. Or do you leap up and rush on him, knife ripping for his throat? Turn to **148**.

2

The pirates' pet rears up, green ichor dripping from its fangs, its red eyes road with the rage that has at last found one object to revenge itself on—you! The black claws rake in to shred you and the barbed tail hisses

toward your head. You swallow down and know you have a real fight on.

	Dexterity	*Strength*
PIRATES' PET	10	12

If you win, turn to **244**.

3

The charnel house smell and the stink of corruption gust over you in a nauseating wave. The thing has risen from the coffin and is reaching for you. The flesh drips from yellow bones and a rotting hand grasps your sword arm and your blade falls to the floor. You feel the sorcerous power of the corpse's grip like a ring of iced steel and you know if you cannot break away your strength will drain into the necromancer. You need to roll 6 on one dice to break free. Each time you fail you lose 1 Strength point.

If you break free, turn to **153**.

4

The Albatross seems to leer knowingly upon you as you enter his room. A shrieking sound heralds a wind that seizes you up and hurls you across the room. You are suspended high between the shadowy ceiling and marble floor—and a flight of albatrosses zoom down on you. You've never shot an albatross in your life; now is the time to start. You draw your sword and flail about trying to keep their cruel sharp beaks from your eyes. Test Your Fate. If you Fail, turn to **167**. If you Succeed, turn to **111**.

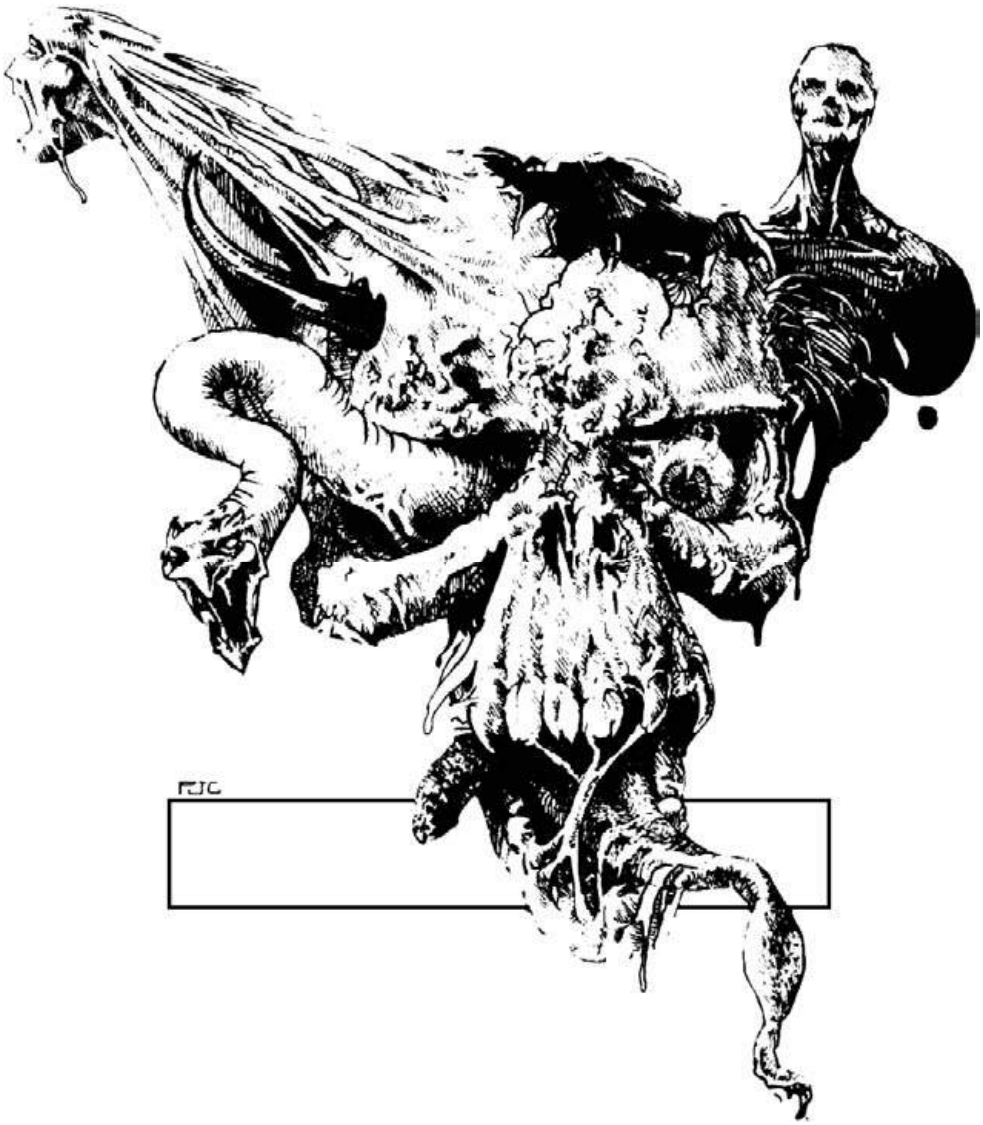
5

You stand in a spacious but gloomy hall with fluted pillars upholding the darkly beamed ceiling. Iron-barred torches flicker around the walls and on the pillars emphasizing the constantly-moving shadows. At the centre of this sombre place rears a mausoleum of black marble with much gold ornamentation, its domed roof supported by six red granite columns. There is a smell of camphor on the stale air and the torches burn splutteringly and scatter sparks.

At the base of the mausoleum is an arched doorway, the bronze-bound doors closed, with a shrouded, two-armed object at the side. But—the thing that takes your whole attention is wound around and around the plinth of the edifice. You see the skeleton of an enormous snake whose bones coil, it appears endlessly, as though in protection. The skull rests facing you, bleached dry and with fangs exposed. As you stand staring your mouth suddenly goes dry. Four unholy green lights flare abruptly in the empty eye sockets! The giant snake begins to unwind and slowly lifts that bleached-bone skull and stares full and menacingly upon you! You lift your sword and with a shout go raging into the attack—turn to **18**.

6

You feel the icy grip of sorcery freezing the blood in your veins; but you must struggle on. The woman holding out her bare arms from the green robe urges you on, encouraging you, willing you to take the next pace forward. Each step is a torment. Your teeth chatter in your jaws, your body is turning blue, you feel the cold so exquisitely you feel as though you are on fire. You totter forward and stumble the last few steps into the woman's waiting arms. You lose 4 Strength points. Test Your Fate. If you Fail, turn to **190**. If you Succeed, turn to **19**.



7

You walk a longish way South, before passing under an opening and into another circular cavern. You notice another exit in the East side, but also a sight to gladden the heart of any pirate! Turn to **136**.

8

As if in reply to your shout the lid of the sarcophagus begins to lift! You see Panash stand up near you and his face is transfigured with adoration and greed. The lid falls to the floor and breaks into seven pieces. A ghastly charnel house smell of corruption and decay stifles in your nostrils. A thing rises from the tomb, rotting flesh trails from yellow bones, one eye dangles on a thread, maggots cluster in gashes in the ancient skin. The thin voice hisses again. "Give me the Talisman of power. With that I live!" And Panash hurries forward holding out your family's Talisman! There is no choice here. With a snarl of rage you hurl yourself at Panash determined to regain your Talisman. Turn to **236**.

9

Your first jump is good and the second lands you squarely on the next stepping stone. The third lands you awkwardly on a sloping surface and you stagger and sway dangerously. But you recover and leap for the next stepping stone and as you thrust down a chunk of the masonry breaks away. Test Your Fate. If you Fail, turn to **213**. If you Succeed, turn to **234**.

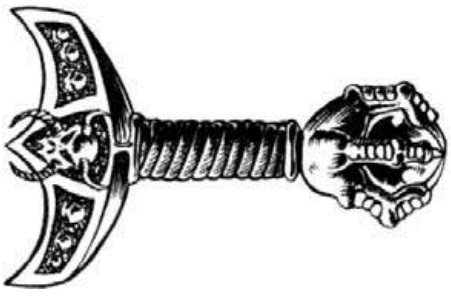
10

At your shout the crocs sink to the ground and become immobile and you can turn your attention once more to Panash. But, again, it isn't that easy! Turn to **3**.

11

The doors open silently on invisible runners and you take a single step forward and halt, awed and impressed despite your savage feelings about this place. For the hall is superb, sumptuous. filled with columns and statuary and classic furniture and gold-framed pictures. A perfume vial lies spilled on the ankle-deep carpet filling the heavy air with the scent of roses. You realize there must be the loot of a thousand pirate raids on display here. Gold and silver glitter everywhere and ostrich feathers stir in the faintest of zephyrs and the comfortable couches are too inviting- resolutely you turn away to study the six doors. Two are set in the North wall, two in the East and two in the South. The walls between the doors are covered in polished wooden panelling in geometric shapes.

Each door has an animal carving above it and you may choose to enter any door. As you stand in the entrance, to your left is the Tiger door to **96**, and next along the Lion door to **196**. To the left of the East wall is the Snake door to **72**, and to the right of that is the Shark door to **228**. To your right is the Crocodile door to **239**, and next along is the Albatross door to **4**.



12

You pass rusted iron gratings and the way begins to rise in a smooth slope as you head North, and pretty soon you convince yourself that from time to time water comes shooting down here. Just as you reach this alarming conclusion you hear up ahead a distant ominous rushing roar. Desperately you look about. There! Up in the ceiling, a small round opening! If you can just leap up and hook your fingers over the edge . . . You try. Test your Fate. If you Fail, turn to **32**. If you Succeed, turn to **246**.

13

The pirate chief sprawls in death and you know the necromancer's power animated the Talisman of your family and charged it with the evil force preventing you from recovering it. Now you reach eagerly for the golden disc-and the dead body stirs, the eyes fly open, the brown hand grasps the hilt of the sword. The necromancer's power of `Once Again' extends after his second death so that Panash, too, must die twice. Panash One Ear stands up and with a gargling howl hurls himself at you and you fight—again.

	Dexterity	*Strength*
DEAD PANASH	11	9

If you win, turn to **115**.

14

A week later the hundred and twenty are down to ninety and the galley heads for an island to pick up more oarslaves. The lathe of a fellow is called Mardon the Twist and you sense his mind *has* been twisted. He whispers: "Me and Limpy have broke the mainchain. Tonight we'll bust up on deck and bash some heads in and escape. You gonna join us?" If you join, turn to **49**. If not, turn to **221**.

15

Your blade slashes into the snake's diamond head and you feel a slackening of that awful pressure. The pendulum swing across the chamber is almost over and you are rising to a stone ledge above two gilt-panelled doors. In the instant your feet hit the ledge you slash the snake's head again and he unwinds and releases you and begins his swing back. You draw a very painful breath. You can climb down to the two doors. If you enter the left-hand one, turn to **169**; or the right-hand one, turn to **248**.

16

You made it! Your sweaty fingers grasp the chandelier and you are halfway across. You go with the swing and brace yourself for the rest of the leap. Test Your Fate. If you Fail, turn to **161**. If you Succeed, turn to **237**.

17

A little reluctantly he nods acceptance and you are able to go in. The pirates lounge after you. The corridor turns left and past the corner you realize why they were sniggering. Here is a more formidable guardian of Panash's secret lair. You halt at once and you have to make an effort to stop your jaw dropping open. The pirates call out mockingly: "Don't worry about our pet. He won't bite!" followed by a chorus of coarse laughter. The beast slavers to get at you, small red eyes glinting madly. long tangs dripping green ichor, and claws black and sharp curved to rip you to pieces. He towers over ten feet tall and is covered in brilliant emerald and ruby scales and his tail lashes from side to side, wickedly barbed and spiked.

You swallow down in relief when you see he is chained up to a staple in the wall and there is just room for you to sidle past. A little tensely you start to edge past him and he leaps and strains to get at you-and the chain snaps! The pirates yell in sudden awful fear and run shrieking. Their pet rears up screaming out all the rage he has stored up and charges straight for you. You have no alternative but to front him. You lose one FATE point. Turn to **2**.

18

	Dexterity	*Strength*
GIANT SKELETON SNAKE	9	12

If you win, turn to **200**.

19

The woman draws you swiftly along a passage North to a small room where she gives you a potion. You feel rotten enough not to argue and you drink it down. At once you feel better. Turn to **202**.

20

Alter a few paces the passage turns North and you enter a vast cavern piled with bones and realize this is an underground graveyard. You press on and turn West and descend a long, long flight of stairs until you reach a passage dripping with water and dangling white roots. You go on and ascend until you are convinced you have passed the chasm. Turn to **56**.

21

This is a right-angled corner of clean-cut masonry and a purplish glow paints edges with an uncanny radiance. To go East, turn to **91;** or South, turn to **219**.

22

The pan swings down and with a heaving groan the slab in the archway in the plinth drops down to reveal an opening. A flutter of fluttering-winged bats flies out and you duck away and then step forward to see by a faint ruby light stairs leading down and at the bottom you can make out the entrance to a tunnel leading North. You clatter down the stairs more determined than ever to get past all Panash's tricks and traps and the left-over monsters of the previous occupant. You want the family Talisman! Turn to **131**.

23

Rapidly she leads you through a series of corridors leading Northwest until you reach a room in an incredible state of confusion. Tables and chairs are overturned and empty cages are strewn everywhere. On a table directly before you are four cages still with occupants. One holds

a snake, one a dog, one a cat and one a scorpion. Just to the right side of you is a door and across the jumble of the room a larger door half-closed. A wild figure rises from behind a table and you are glaring at Panash One Ear! He holds a crossbow aimed at you.

"Master!" cries the woman, "I have brought help. You must not go into that horrible room!"

You feel the cold seeping from the room at Panash's back. He snarls at the woman: "I don't need help. I have been called and I must go and I am going!"

Then you see the golden disc drop from his open shirt and swing on a chain around his neck—the Talisman! Your Talisman! The token of good fortune for your family village in the future. Your face ridges into a hating mask and you take a step forward. "I don't need this fool," snarls Panash and his trigger finger tightens. You may open one of the cages: Dog, turn to **39**. Scorpion, turn to **189**. Cat, turn to **220**. Snake, to **230**. If you make a jump for the door at your side, turn to **45**. If you charge Panash, turn to **85**.

24

Through the door you find the room is just a dusty lumber store. You hear a spluttering sneeze and whip around to see a whiskery little fellow furiously throwing junk about and raising the dust. His red face and bright eyes shine through the fog. He sees you and calls brusquely: "Have you seen the cap'n's compass?" You shake your head and he splutters out: "Fat lot o' good you are," and snatches up a wooden box and rushes out. The junk is of no interest at the moment and you follow the little fellow through the East door to **130**.

25

The Giant Spider shrivels as you withdraw your blade and stand back. Now you may go North to **171**, or South to **207**.

26

Your last ferocious slash finishes the cross and you know you cannot waste time so you turn your attention again to Panash. But once more it isn't that easy! Turn to **3**.

27

"I'd like to talk to Tiny Matison—" you start politely, even though you are seething with rage inside.

"You do, do you!" roars the giant and slashes at you with the broom. So you have to fight him. Turn to **59**.

28

In the growing darkness you walk Northwards up the tortuous path toward the ominous bulk of the fortress. You have a lantern to light when it grows really dark. The path opens onto a drawbridge across a chasm leading to huge doors that are closed but there is a small half-open door in the larger gates. The path goes around outside the chasm East and West. If you cross the drawbridge and enter, turn to **121**. You may go East to **36**, or West to **105**.

29

This is the end of your adventure, as you go down under a welter of cutlass blows and you know no more.

30

You enter another spacious hall lit by magnificent chandeliers and note the lion pelts cover the entire floor so you have to tread on them. There is a door at the North end and you are nearing it when the whole floor of pelts rears up and with a menacing roar turns into a hall full of real lions raging for your blood! You make a mad dash for the door hoping to reach it before you are shredded limb from limb. Test Your Fate. If you Fail, turn to **112**. If you Succeed, turn to **231**.

31

You land badly with a bone-shaking jar that knocks all the breath out of you and badly bruises your ankle. Lose two Strength points. The tunnel continues West and you follow it until it turns South again—ahead you can hear the sound of rushing water. Turn to **178**.

32

Your first leap misses and you can hear the racket of the water roaring down towards you closer and closer. You try again and get a grip on the edge of the opening and then the water hits. You just hang on battered bruised and breathless until the water lessens and you can breathe again. You lose 4 Strength points. Now you may look up into the opening at **235**, or go on North up the passage to **141**.

33

The tiny chink of sound is enough to rouse the nearest slave who lifts his black-bearded head and stares at you with bleary eyes. Instantly Mardon claps a hand over the fellow's mouth and his other fist grips his throat like a vice. He hisses into the man's ear: "A single sound and you're dead." For a moment the tension is unbearable then the fellow manages a nod and shuts his eyes. Mardon releases him and, breathing again, the four of you creep up the companionway onto the deck in the fresh air under the stars. Will you now jump in the water and swim for the shore? If so turn, to **57**. Or will you look for another way to escape? If so, turn to **172**.

34

Your last blow sends the pirate's skull high into the air and purely as a reflex action you catch it in your other hand. You feel a tingle and somehow you know the skull no longer bears you malice. Quietly you leave the room—turn to **93**.

35

You approach the foot of the stairs warily and see the backs of a bunch of pirates moving in the opposite direction. They are arguing and shouting and no sentry is posted on the stairs. You start up at once and reach the top and hear the noise of the pirates returning so you sprint into a passage going East and through an open doorway and come out onto a balcony along the South side of a banqueting hall. In the centre of the floor below a loaded table is surrounded by high-backed tapestried chairs and men and women servants are bringing in food. Light shines from chandeliers depending from the carved ceiling. At that moment the door at the far end of the balcony opens and a group of expensively-dressed men saunter through talking and laughing. They are officers and the moment they see you as an intruder they whip out their rapiers and rush towards you shouting menacingly. Your only way out is to jump on the balustrade, leap for a chandelier and swing to the North balcony. Test Your Fate. If you Fail, turn to **161**. If you Succeed, turn to **16**.

36

You follow the path round the East of the fortress and find the way overgrown with thorn bushes. If Maltby spoke to you as you left the galley, turn to **76**. If not, you may walk back West and South to the main gate and enter across the drawbridge—turn to **121**; alternatively, you could continue on round to the West side of the castle—turn to **243**.

37

Your head aches; but that's nothing new. You sit against a rotting wooden wall with a row of other miserable people and you are in chains. That is new. The air is filled with a low moaning and unpleasant odours. Suddenly the door crashes open and a shaft of light cuts the gloom. A hulking form bulks straddle-legged and a whip cracks. "Up, scum! Outside right now or you'll taste of Snake!" With much groaning and clanking of heavy chains everyone shuffles out and you blink in the harsh sunshine. The coffle stumbles onto the jetty and there directly before you is tied up a large galley. So you know. You lose two FATE points. Turn to **205**.

38

This way North quite soon turns to the East, and you follow the way East until you step into another cave. The floor, however has collapsed completely leaving a jagged black hole and the only way across is to jump. So you take a few paces back, then run forwards and leap! Roll two dice; if the score is less than your Dexterity, turn to **117**. If it is the same or greater, turn to **227**.

39

Swiftly you knock loose the catch and the dog leaps out barking and turns to lick your face! Panash laughs in contempt and his finger pulls the trigger all the way. You can charge for him, turn to **85**, or dive for the side door, turn to **45**.

40

You reach an alcove and hear an ominous screech and you whirl about to see a section of wall rotating to bring into view a figure half-swathed in rotting brown bandages whose exposed head is skull-like and yet filled with devilish life that should never be. The stench of decay nauseates you and you feel your stomach revolting with

GH

disgust. You whip out your sword and set to. If the mummy rolls double 6 he will do double damage.

	Dexterity	*Strength*
MUMMY	9	12

If you win, turn to **133**.

41

At the far North end of the room are two doors and both are open. As you enter you feel a sudden intense cold. Immediately you are gripped as though by a freezing fist and you shake uncontrollably. You feel the whole of Black Crag Castle shuddering under your feet and your senses spin. You know that some awful occult power has been released within the Castle. You take a staggering step forward and feel your strength draining from you in the hideous cold. You try to turn back but you are held in the icy chill. Your dazed eyes pick out the form of a woman wearing a long green dress and a tall white cap in the left-hand doorway. You barely hear her voice. "Come to me. Do not go in the other door." You force your way on realising you can make good headway if you aim for the right-hand door. If you go left you are drained of strength. She holds out her arms. "Fight! Walk on! You must do it!" If you walk easily to the right-hand door, turn to **168**. If you try to battle your way towards the woman, feeling your strength draining away, turn to **6**.

42

A wild yell escapes your lips as you fail to regain your balance and slip from the ledge into the writhing mass of snakes. Your adventure is over.

43

You don't feel lucky as they throw you back on your bench and fasten up the chains more securely. You have been flogged and it hurts right through to your toes. You lose one FATE point. Lose 2 Strength points, and turn to **212**.

44

The plank vibrates as a cutlass pushes Maltby off the end. The crew is herded down to the rowing benches and the released slaves decide they will take up a life of piracy. Turn to **154**.

45

You take a graze from the crossbow bolt as it hisses past and then you are safely past the door and—falling. You tumble down a sheer shaft and hit a pile of corpses. You jump up in disgust and then realize there is no way out and that quite soon now you will join the pile as just another corpse.

46

You strike out bravely and when the first shark noses in you turn and slash with your knife. He sheers off; but the second rolls over and takes your legs in one mighty gulp and the first one turns back, your adventure ends here.

47

The sulphurous yellow radiance bounces off slimy walls as you go helplessly sliding down a chute. You roll over at the foot and claw up furious with the tricks of Black Crag Castle. A tunnel to the East takes you to a junction where you see a tunnel running North–South. To go to your left, North, turn to **249**. To go to your right, South, turn to **89**.

48

The portcullis at your back prevents you from returning and to your horror you see the arched entrance tunnel ahead of you contains six portcullises one after the other in the roof. The only way you see of getting through at all, let alone safely, is to make a superhuman effort and dash as fast as you can to reach the other end before the spiked masses of iron fall. You take in a huge lungful of air and rush madly forward. With shattering screeches the portcullises start to fall. You make it to the penultimate one which hisses down and clips you so that you stumble forward helplessly. Roll one dice. Half rounded up is the number of Strength points you lose. You pull yourself up and grip a stone projection, gulping for air, and the stone gives way and revolves to reveal an opening filled with smoky yellow light. You pitch headlong down flailing empty air and yelling so the echoes bounce. You lose one FATE point. Turn to **78**.

49

That night riding at anchor the galley is unnaturally quiet. Mardon pulls the mainchain free. The four of you on the bench, carrying the heavy chains fixed to your bodies, steal stealthily towards the companionway. The last man, Limpy, is overanxious and his chains make a clanking noise. Roll one die. If you get 5 or 6, turn to **33**. If you get 1, 2, 3, or 4, turn to **194**.

50

You force yourself to rise and once again with fresh determination you start for Panash and your Talisman. Turn to **159**.

51

The sea seems to roar a warning as you tread warily across the bridge over the emptiness of the chasm. You push in cautiously and from slots in the stone wall at the side spears spring out directly at your body. Test Your Fate. If you Fail, turn to **122**. If you Succeed, turn to **166**.

52

From here you may go South to **123**, or East to **211**.

53

The passage turns due West and brings you to a green velvet door with brass nails. When you push it open and step through the door clicks shut to form a panel in the wall at your back. You are in the Hall of the Animals. Turn to **129**.

54

As you stand looking about warily Mardon and the other two creep up the quarter deck ladder. The sentry is alert but stands little chance against three desperate men using chains to bludgeon him to the deck. But the noise raises the alarm and with miraculous speed the quarterdeck fills with armed men. Do you rush up to help Mardon and the others? If so, turn to **86**. Or do you try to make a run for your rowing bench hoping not to be seen in the uncertain light? Test Your Fate. If you fail, turn to **95**. If you Succeed, turn to **139**.

55

The room is gloomy and you can make out only vague shapes and smell a sharp tangy odour. Something soft and silky brushes your cheek and a spider scuttles along your neck. A ghostly voice whispers: “Griselda is waiting for you,” filling the dimness with eerie echoes. You have just decided this is really not the kind of place you wish to be when a soft cool hand brushes your forehead. You gain one Strength point. You listen at the door and hear no disturbance from outside and so leave, turn to **176**.

56

Here the tunnel becomes round and smooth, heading due West, and you walk cautiously along it—turn to **242**.

57

You just have time to remember, as you hit the water, that you are still wearing a heavy bundle of chains and so you sink like a stone and your adventure ends here.

58

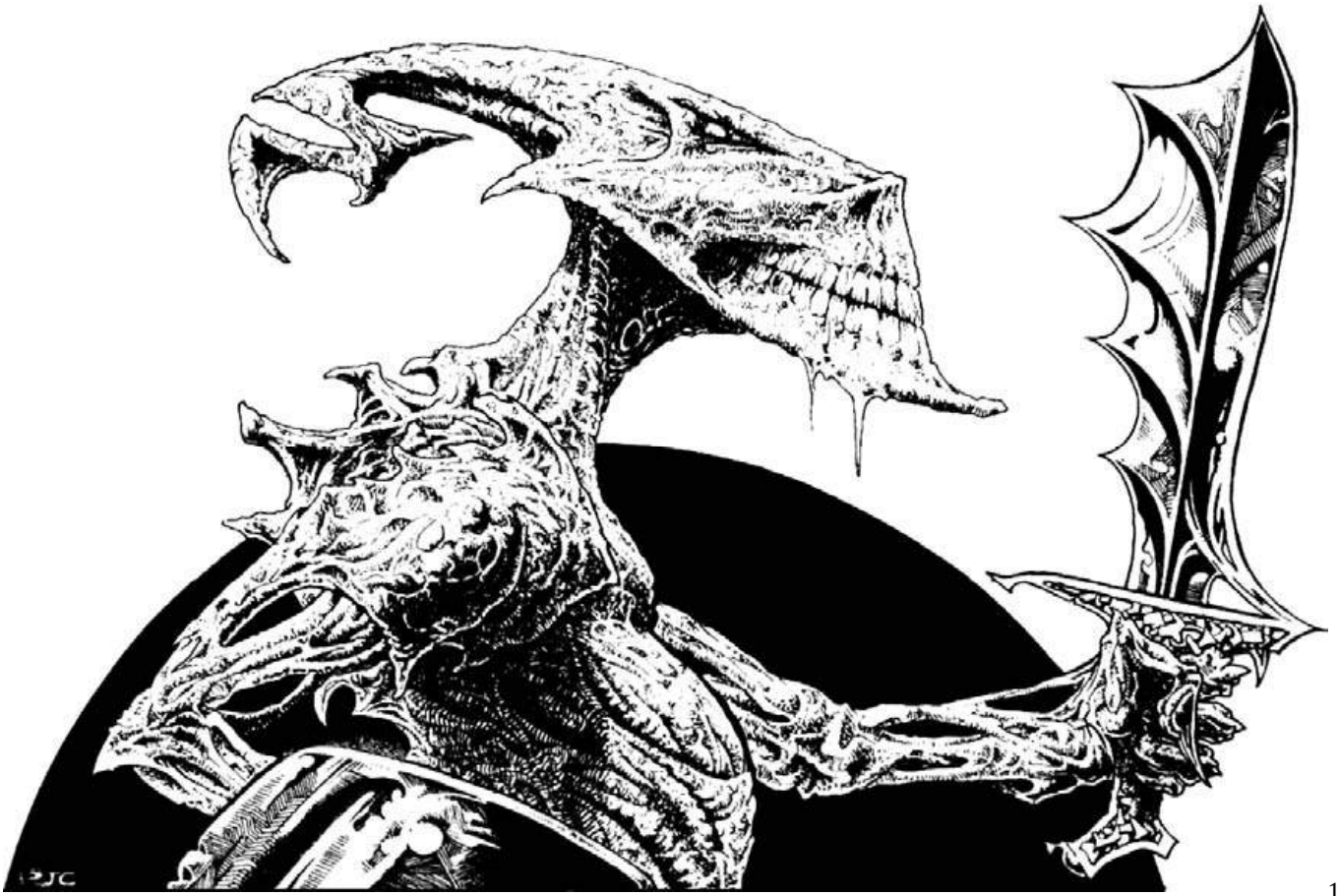
You don’t wish to linger near the collapsing Snakeman as more snakes begin to wriggle towards you and you hurry on Last into the next room. As you enter a wicker basket of snakes falls from the ceiling at your feet and bursts open and the little horrors start wriggling for you. With a wild veil you remove yourself incontinently form here to there—into the room through the South door to **232**.

59

Tiny Matison is a big fellow and strong but he’s muscle-bound and clumsy. No weapons are drawn. His broom is worth one damage point as are your fists. You leap at each other.

	Dexterity	*Strength*
TINY MATISON	8	11

When Matison’s Strength is reduced to 5, turn to **83**. If your strength is reduced to 11 before that, turn to **163**.



60

He nods you past surlily and you go on into a long corridor going East which, oddly enough, contains an ornate gilded barge with red-painted oars and silver lamps. You pass on and a wizened face pops up over the gunwale of the barge. A sharp voice raps: "Hey, not so fast!" You see the cox'n has a crossbow resting on the gunwale levelled at you. So you tell your story and he says: "All very well. But if you know the Capt'n you'll likely have played cards with him. How many Kings does he have in his pack of cards?" If you know the answer you speak up; multiply it by 20 and go to that number. If you don't know the answer, turn to **144**.

61

Here you are at a right angle in the corridor. Lurid purple light reflects from the stone and there is a faint smell of cooking cabbage on the air. You may go North to **207**, or West to **123**.

62

Your sword which once belonged to the galley captain merely bounces from the corpse for whilst it is capable of dealing with skeletons and other Undead it is entirely too weak for this potency of necromancy here. Bony fingers fasten about your neck and your Strength drains away completely.

63

This cavern shimmers with reflections from a sheet of water extending under the cavernous overhang of the side wall. A group of people are fishing. Their white hair looks blue in the light and their clothes are ragged and the moment they see you they put fingers to their mouths, looking frightened. "Shh! Don't make a noise. Hurry on your way stranger." Dutifully and silently you hurry on, South to **218**, or North to **240**.

64

A few feathers drift idly down. You stare about wondering what kind of place you've ventured into now. A whiskery peppery individual in a blue uniform darts in from a door in the East wall shouting: "Have you seen the capt'n's spyglass?" You shake your head. His red face blooms with annoyance. "Fat lot o' good you are." He picks up a feather. "I see you've been playing with the albatrosses—haw!" He dashes out the way he came in and you may follow to **125**, or go through the South doorway to **214**.

65

As you stand there about to be pushed into the water a trapdoor opens in the roof and a whiskery face peers through and a squeaky voice shouts: "Have you got the capt'n's spyglass?" You shake your head dumbly and watch the fins circling in the water. The whiskery face snorts: "Fat lot o' use you are!" and the trapdoor slams shut. The iron spikes begin to nudge into your back. So there's nothing else for it. You grasp your knife, prepare yourself mentally and dive into the water. Test Your Fate. If you Fail, turn to **46**. If you Succeed, turn to **184**.

66

You walk some way West before passing under an opening and into another cave. There is an exit to the North—but it is something else that catches your eye! Turn to **136**.

67

She stands up and leads you to a small door in the North Wall. A narrow wooden staircase leads up lit by lantern-light. “Go up the stairs straight ahead and at the top turn to your right and follow the corridor until you reach a passage going North. Follow this until you reach the preparing room.” Turn to **41**.

68

The galley has recently been washed out with vinegar and soda and so does not stink too offensively-yet. You are roughly thrust down on a bench and your chains fastened to the mainchain for this position. There are four of you on the oarloom and you are sitting next to a lean lathe of a fellow with a twisted lip and a look of madness in his eyes. The method of pulling the oars is explained and soon the whole galley vibrates to the thump and sway of a hundred and twenty people pulling as hard as they can. There is no wind. The oar blades cut the water; the galley heads out from Alfanzar into the open sea. Turn to **14**.

69

All is quiet as you hurry East in the sulphurous light and soon enter a fairly large cave. You see that there are openings in the North and the West sides, and a large pool of stagnant water reflects the gloomy light, taking up most of the Eastern side of the cavern. Turn to **229**.

70

A week later a tremendous hullabaloo breaks out on deck. By peering slantwise through the oarport you can just make out a rock in the sea with three girls sitting on it. They do not wear clothes and each is combing her long hair and preening in a looking glass. The crew stares mesmerised. If you think this is a good time to slip your chains and make your escape bid, turn to **198**. If not, turn to **98**.

71

You reach the foot of the stairs at last and see a faint greenish glow seeping in through an opening to the North. A mad laugh cackles through the close air and a weird object shuffles into view. You see a bent old fellow dressed in rags with hair sticking out at all angles. He carries a skull under one arm and when he sees you he starts to lift the skull up. If you wish to talk to him, turn to **114**. If you decide to attack him, turn to **103**.

72

Snakeskin covers this door and you push through with sword ready. Flaring orange torches in brackets along both sides give a dramatic illumination to the heavily arched walls and dark columns. The floor seems to be moving and at first you think it is a sheet of water. Then you see the truth. The floor is covered with snakes, thousands of snakes, squirming about one another and occasionally a spark of light catches an eye or a scale and splinters back a brilliant star. You swallow hard. You

make out a narrow ledge running around the walls to the doors at the far end. Fastened to an iron ring in a column at your side is a thick rope which curves away to be lost in the ceiling. You give it a couple of hard tugs and it appears firm. Along the hall are the remains of columns standing level with you about six feet from the ground like a series of stepping stones above the snakes. If you decide to inch your way around the ledge, turn to **150**. If you start to jump from stepping stone to stepping stone, turn to **9**. If you unhook the rope and take a good run and try to swing across, turn to **113**.

73

The tunnel widens, sloping downwards, and the damp lessens as you continue, but it is not long before you reach the end of the tunnel-a blank face of solid rock! Your scrabbling fingers, however, eventually graze across a protruding edge of rock and abruptly the whole sheer face slides noiselessly upwards. Swiftly you pass through, into a passage running North–South, and as the rock-face slides down behind you, you make a decision which way to go now: North—turn to **12**, or South—turn to **142**.

74

You glance up just in time to see the eight hairy legs slashing down at your head and you duck and roll away and come up with your sword snouting. This black beasty is a veritable monster! Mandibles clicking, stinger darting, tiny eyes swivelling, he advances on you confidently.

	Dexterity	*Strength*
GIANT SPIDER	10	9

If you win, turn to **25**.

75

The Shambler sprawls uselessly at your feet and you can hear others shambling up. Time to go! You may go North to **21**, East to **107**, or South to **82**.

76

Searching among the thorn bushes in the gathering gloom you find an iron trapdoor set with a ring and you give it a lusty pull. The iron door swings up and over and a dusty foul odour puffs out. It is very, very dark down there. Slimy steps lead down and vanish in shadow. However, you light your lantern and climb down—turn to **158**.

77

Your head is clearing now as you go towards the east jetty and a question to a man in front of a chandlers is answered by: “Panash One Ear! You’ve missed him. He sailed before dawn.” At your anguished expression the Chandler adds: “If you’re so cut up about it, stranger, go and see Tiny Matison at the Boiled Lobster.” The Boiled Lobster is a foul-looking establishment still stinking of last night’s drink. A giant of a man is sweeping out broken bottles and glasses and rubbish and a dead ginger cat and just as you arrive he shoots the whole lot out with one tremendous sweep of his broom. The rubbish hits your legs and piles in a heap about your feet. The giant laughs. “Haw! Don’t you look pretty!” Do you try to talk to him? turn to **27**, or if you want to attack him turn to **59**.

78

The smoky yellow radiance engulfs you as you go sliding helplessly down a chute. You roll over at the foot and claw up furious with the tricks of Black Crag Castle. A tunnel going North takes you to a junction where you see a roughly-hewn tunnel running East–West. To go East, turn to **69**. To go West, turn to **179**.

79

You can hear the noise of the pirates following you. You can dodge into a room to the left, turn to **180**, or to the right, turn to **55**.

80

From here you may go West to **91**, East to **40**, or South to **5**.

81

On the evening of a blood red sunset with black bars of cloud shrouding the sea you pull quietly into a cove of one of the Nine Isles. Dark shadows of birds wheel above and strange spicy scents waft across the water. On the largest of the Nine Isles lifts an enormous overpowering fortress, a castle of nightmare, turreted, battlemented, apparently impregnable. This is the Castle of Black Crag. The ex-slaves decide that if you are foolhardy enough to want to enter there then you are welcome to go on your own. You are at full Strength, you take the captain’s Blessed Sword to deal with any Undead you are more than likely to run across in that place of horror, you provide yourself with a waterproof knapsack and rations for five meals. You step onto the dark rock. Is Maltby there? If so, turn to **192**. If he is not still in the galley, turn to **28**.

82

From this slightly tilted right angled corner where the slabs look weathered you may go North to **219**, or East to **123**.

83

Your last blow sends Matison staggering back, then you have his ugly head in an armlock. You tap his nose a couple of times. “Now tell me about Panash One Ear Tiny, or—!”

In the struggle you’ve stepped all over the dead ginger cat, and now Matison snarls: “That Panash killed my Marmalade. He can’t abide cats, for all his bully and bluster.”

“Where is he?” you demand.

“Gone a-roving in his galley Black Angel and nobody’ll see him for six months, ’cept for those poor devils he sends to the bottom.” You shake Matison but he has no more say. Turn to **191**.

84

A strange luminescence blooms along the rock-hewn passageway here. You may go East—turn to **20**, or West—turn to **118**.

85

You surge forward with all the fury blazing in you and Panash nearly plants the crossbow bolt in your chest. The point rips into your heart and you have no further interest in the proceedings.

86

You are gallant and heroic, unquestionably. Also perhaps a trifle foolhardy? The marines don’t waste time and immediately the four slaves are rounded up with swords pressing into their navels. If you are lucky they might not make you walk the plank. Test Your Fate, If you Fail, turn to **100**. If you Succeed, turn to **43**.

87

At this junction of three ways you see a grotesque shadow thrown across the walls by the weird green radiance and you hear a slobbering sound and you whirl to confront a shambling creature of sunken ruby eyes, of serrated teeth in narrow jaws, of scarecrow limbs and clawed hands reaching to devour you. You]cap aside and at once are in combat.

	Dexterity	*Strength*
SHAMBLER	8	8

If you win, turn to **152**.

88

As you hurtle over the ruined wall and at once swivel to the side the blaze of light makes you blink your eyes. You halt expecting Panash’s sword to tickle your ribs: but when your sight clears you cannot see him. What you do see takes your breath away. You realize you are’ no longer dealing with a mere nest of pirates. This is altogether more formidable, horrifying and deadly. This place is a gigantic sepulchre surrounded by tapestried walls depicting scenes of horror flanked by black marble pillars. At the centre rises the sarcophagus intricately carved and painted, with statues of skeleton crocodiles positioned at the corners. The chill blues your skin and

you shudder. There is a smell of charred bodies in the air. A thin and hissing voice echoes in your head: "Foolish mortal to venture here. You do not know who I am or my powers. Tell me your own name so that I may gain the power over you and you may enter my service and be my slave for all eternity." You realise the uncanny voice must come from the corpse in the coffin within the sarcophagus. Panash must have told this—thing—his name and now he enthralled and you look about warily in case he is trying to sneak up on you. The thin and eerie voice pulses again in your head: "Tell me, mortal!" You reason that if names are so important then if you shout out this dead thing's name . . . ? II you know the name of the person in the coffin who once owned this Castle you shout this out in defiance. Add up the letters in the name and go to that number. If you don't know the name you can try to make a run for it back out of the sepulchre. Turn to **210**.

89

The passage South ends after a short way at the opening to a cave, and as you step through you see that there is another exit in the Eastern side—and something else! Turn to **136**.

90

You have not forgotten why you are here; but this Black Crag Castle is making your flesh creep and filling you with forebodings quite unlike the dangers you expected. The corridor turns left and then right and you find yourself at the foot of a wide staircase running East guarded by a massive pirate who glares hostilely at you. The corridor continues left to the North and you may walk on up there to **145**; or you can start up the stairs, turn to **173**.

91

You reach a junction where the purple shadows run weirdly across the rough floor and the roof is shrouded in darkness. Abruptly from that gloom hordes of small flitting forms flap viciously down, squeaking menacingly and in an instant you are flailing away for dear life against a swarm of vampire bats. Although each one has a Strength of only 1, they add together to a Strength of 12.

	Dexterity	*Strength*
VAMPIRE BATS	9	12

If you win, turn to **188**.

92

You squeeze through the narrow cleft and climb a narrow rough tunnel rising steeply through the solid rock in an Easterly direction for some distance. You have to force your way up a confined shaft, using back and feet, as the green light dims and the darkness grows. Up and up you climb and then your head bumps stone. This is a dead end. Your heart thumps—then with savage power you thrust upwards and the slabs lifts and tilts over and you climb up and out into a purple light. The slab smashes back to form part of the paving and getting your breath back in a series of whoops you look malevolently about. Turn to **21**.

93

You go back out of the door and cross the corridor, to enter the door on the North side—turn to **206**.

94

You rush along a wide passage lit by torches and see a scatter of builder's tools at the end where the wall has recently been knocked down. Lying tumbled to the side are the dead bodies of seven workmen. Panash vanishes through the broken gap in the wall and you tear after him. Turn to **88**.

95

As you turn you are spotted and a couple of hefty marines charge down and in a trice you are frog-marched up to the captain. If you are lucky they might not make you walk the plank. Test Your Fate. If you Fail turn to **100**. If you Succeed turn to **43**.

96

The door is covered in black and yellow-striped tigerskin and you push through. The chamber is not overlong but as you look around something makes the short hairs rise. Down at the far end of the room a number of tigerskin rugs lie before a trophy cabinet. As you look three of the rugs begin to move! They clench themselves up and claws shoot out and tongues loll and you see the rows of sharp teeth. The lifeless eyes suddenly blaze with anger! The tigers charge! From the wall you snatch down a spear and taking quick aim hurl it at the foremost tiger. Roll two dice. If you roll the same or over as your Dexterity, turn to **126**. If you roll under your Dexterity, turn to **216**.

97

The corridor turns North and brings you to a door covered in Crocodile skin with brass nails. When you push it open and step through it clicks shut at your back and becomes part of the wall. You are in the Hall of the Animals. Turn to **129**.

98

The captain quickly flogs the crew back to work, the mermaids are ignored. You are flogged along with the rest of the slaves and so pull your oar from now until you die and are flung overboard to feed the sharks.

99

You are facing a door, you can now just see, covered in white down. When you push the door, it opens easily, then clicks shut behind you as you go through, blending in with the rest of the wall on this side—you are in the Hall of the Animals: turn to **129**.

100

Galley captains don't like galley slaves who cause trouble. The plank sticks out over the bulwarks the following morning and you have time to contemplate your sins before it is your turn to be prodded forward by a sharp cutlass point and you now realize—too late!—that Mardon didn't have room for a plan in his head. You don't close your eyes but shuffle forward deliberately looking at the black triangular fins lazily circling in the water just waiting for lunch. You appreciate the warmth of the sun and the caress of the breeze and all the scents of the sea and you know all life runs in a circle and the cruel cutlass jabs you on and you don't bother to take a deep breath but just run forward and jump in with a single tremendous shout at the sharks: "Grub up!"

101

The tunnel appears eventually to come to a dead end, but you carefully explore the slab of stone blocking the way and you must have pressed some hidden trigger for smoothly the stone revolves carrying you with it in a half circle. You stumble forward to find yourself in the corner of damp-stained passageways lit by an ominous purple glow. Turn to **171**.

102

There is nothing of interest on the albatross apart from his feathers and if you wish you may take one as a souvenir of this encounter. The chamber echoes with fresh rustlings so you decide it would be prudent to leave as soon as possible. The way past the South door is well lit but soon the light dims and the shadows close in. The tunnels here are narrow and paved with flagstones, and you turn right to the West to **146**.

103

He stumbles back with a squeak of alarm; but you cut him down anyway and the skull rolls away harmlessly to join a pile of bones. You lose one FATE point. Turn to **84**.

104

Somehow you manage to sit there cradling your jug as the evening wears on. You hear the pirates call their leader Panash-Panash One Ear! Murderer! Your eyes burn into his back and you wonder with hatred and anguish what he has done with your Talisman, the Fate and Fortune of your people. When at last the pirates leave, singing and staggering along the cobbles, you follow. Turn to **119**.

105

You follow the path around to the West flanking the chasm and the fortress with the sea roaring away on your left below steep cliffs until you reach another bridge leading to a half-closed door. Since the cliff prevents further progress, you take a gulp of air and attempt to cross—turn to **51**.

106

With a final skilful thrust you dispose of the pirate chief. Eagerly you reach forward to snatch your Talisman from the chain around his neck. But it isn't as easy as that! As you touch the gold disc you receive a psychic shock that knocks you head over heels and you hear the evil laughter of the necromancer hissing in your skull. Test Your Fate. If you Fail, turn to **182**. If you Succeed, turn to **50**.

107

From here you may go North to **91**, East to **5**, or West to **219**.

108

After a short distance East the passage ends at an opening and you step through to find yourself in an arched corridor leading South. The North wall is made of black iron covered with foot long spikes. You go on South and after a short time hear a squealing at tour back. You swing about to see the wall of spikes moving toward you. As you stare it covers the opening through which you entered and screeches on remorselessly toward you so you walk on more smartly. Soon you reach a circular cavern completely filled with a pool of water, and green and silver reflections chase across the roof in the pervading light. In the water two triangular fins circle expectantly. A quick look back shows you the spiked iron rumbling on and soon it will push you into the water. Turn to **65**.

109

Your efforts so far have cost con four Strength points: but you must have weakened the wall by now. You give it line last almighty shove and, to and behold, in a smother of dust and tumbling bricks, the thing falls over. Turn to **12**.

110

You reach a chamber lit by a mellow golden glow. The place is fashioned like in atrium with statuary and plants around a pool. From the shadows of the columns a young and attractive person steps forward wearing a short tunic and a headband with three feathers, one of Much is broken. “You look troubled”. The voice is low and sympathetic. “Can I ease your burdens?” You say you are looking for Panash One Ear. “Oh, he’s up there. He’s just discovered some hideous ancient secret which has quite taken his mind off pulling legs off things he doesn’t like. My Aunt is quite upset. People say awful things about Panash—but—after all . . . you don’t mean him any harm, do you?” “Of course not,” you say without a quiver, “Oh, that’s all right then. You see, I quite like you and it’ you tried to harm Panash—well, all his men would just tear you to bits. I’d like to give you some advice but do you have a new leather for me?” If you hand over a feather, turn to **187**. If not, turn to **238**.

111

Your sword blurs into wings and beaks and they draw off and fly up into the shadows of the ceiling. The wind dies away and you drop to the floor. Turn to **64**.

112

You race for the door with the horrible roaring of the lions battering in tour head and you feel the first claws and teeth rip and bite into you and soon bits and pieces of you are scattered here and there about the room.

113

You wind the rope around your waist and get a good grip. You back off and take a last running kick start. You swing through the air and then to your horror realize this is indeed the Snake Chamber. For the rope you have wound about yourself changes into a monstrous snake and he starts to constrict so that your ribs creak. You manage to draw your knife and reach down to hack at the head swaying just below you. The doors are nearing as you swing; but the blood pounds in your head and blackness starts to cloud your vision. You hack and slash wildly .u the snake’s head. Test Your Fate. If you Fail, turn to **156**. It you Succeed, turn to **15**.

114

“So you’re another ’un!” he cackles. “Heh, heh, I’m old Amdi and I’m eighty-one and I’ve seen ’em come strutting through here jest like you an’ they don’t come back.”

“Panash—” you start to say. He interrupts you, rambling on.

“If he don’t like ’em, well, they gits their fool legs pulled off, that’s fer sure. I’ve been here since I was fourteen and Panash is th’ only one who didn’t come out horizontal. This y’ere’s the last, heh, heh.” He tosses the skull down on a pile of bones. “When he gits drunk he can’t allus remember the traps by the main or West gates so he comes in this way. He allus goes East right about here.” He shuffles off—turn to **84**.

115

This time you know you have properly disposed of the pirate chief. You reach out eagerly and then pause and with proper reverence take the Talisman of your house into your own hands. You feel the pulse of power within

SUBSCRIBE TO

A Complete Fantasy Adventure Game Magazine

PROTEUS

Make sure of more monsters and challenges from every issue of Proteus.

We will post each issue to you as soon as it is printed, just send a cheque or postal order for £5.50 UK, £9 overseas (for six issues). Or £10.50 UK, £17.50 overseas (for 12 issues) to:
Proteus, Subscriptions Dept., 6 Church Street, Wimborne, Dorset BH21 1JH.

Subscriptions can only start with the next available issue.

'Proteus'
Annual subscription rates (6 issues):
UK £5.50. Overseas £9.
(12 issues):
UK £10.50. Overseas £17.50.

*Please give your **name and address in block capitals** and make cheques payable to **'Proteus'** **(£ Sterling only).***

PROTEUS

MARK W. DUNN 88

the golden disc and you vow that it will never again be used for evil purposes. Turn to **250**.

116

The ladder takes you up into darkness and your groping hand touches wood. There is no turning back now so you shove the trapdoor open and blink in the flood of yellow light. You climb out into a tiny room with a single door and this you open with exquisite care. Mere is a carpeted hallway with doors like this one and not a person in sight. At the East end impressive gilt-encrusted double doors are closed and you pad silently toward them. Turn to **11**.

117

You land safely, in a cascade of stone-chips, and hurry on Eastwards. After a time, the tunnel turns back South, and you soon pass into a new cave Turn to **63**.

118

The darkness is intense and your lantern shows up bare craggy walls. A damp breeze blows in your face. Just as you realize you have chosen to head directly toward the chasm the rock under your feet tilts and you pitch down. You make a Herculean effort to save yourself; it is too late and you pitch over the ledge into eternity.

119

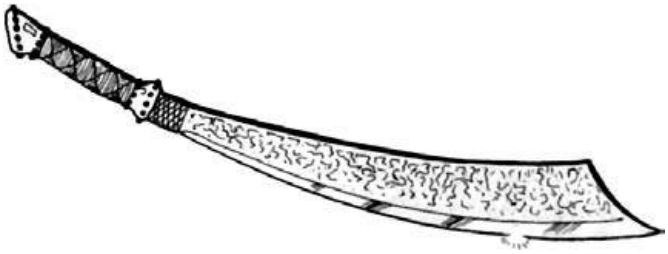
Laughing and swaggering the pirates are easy to follow. You hear Panash One Ear roar out: "Won't be long before we're back at the Nine Isles, boys!" It all happens in a flash. One moment you are following them in the starlight; the next they are on you and the vicious cutlasses slash down. You lose two Strength points and fall unconscious. Turn to **170**.

120

"That's right," he nods and you walk on East. You see two circles of glass on the floor but you don't lumber yourself with useless rubbish. The corridor turns North and then West and then North again and you see a group of pirates lounging about a table in an alcove. Suddenly you see these are all Lady pirates, lavishly dressed, heavily armed, strong and handsome women and they look at you as though you've crawled front under a flat stone. They greet you jocularly and give you pushes that stagger you. They ask for some tokens of your esteem for them. There are twelve Lady Pirates. If you have twelve matched pearls and wish to hand them over, turn to **186**. If not, turn to **132**.

121

You cross the drawbridge in the last of the gloaming and push through the small door to stand under an impressive archway. Without warning a portcullis crashes down towards vou. Test Your Fate. If you Fail, turn to **147**. If you Succeed, turn to **199**.



122

You fail to avoid the spears. Roll one dice, hall the score rounded up is the number of strength points you lose. Turn to **209**.

123

A crack abruptly splits across the floor and a writhing bunch of tentacles lashes up and seizes your leg. Many leech-like suckers begin to drain the life blood from you! Desperately you slash at the tentacles knowing if you do not sever them swiftly you will be sucked dry. If you have not reduced the tentacles' Strength to zero in five rounds of combat then you are a lifeless husk.

	Dexterity	*Strength*
TENTACLES	7	6

If you succeed, turn to **241**.

124

Soon the walls begin to drip moisture and the passage turns into a tunnel-but it continues on South and starts to slope up. After a time you feel a queasy sensation and in the wall at your left side you see a round opening that appears to be sliding upward. To your horror you realise the whole tunnel is sloping down and you're beginning to slip down to what awful fate you don't wish to guess at. So you make a desperate leap for the round opening. Test your Fate. If you Fail, turn to **245**. If you Succeed, turn to **143**.

125

The corridor turns North and brings you to a white-painted door. When you push it open and step through it clicks shut at your back forming part of the wall. You are in the Hall of the Animals. Turn to **129**.

126

The hastily flung spear misses and the three tigers leap on you with ferocious snarls. You fight the first one and hold off the other two by rolling against their Fighting Power. You can only hit the one you are fighting. If the Fighting Power of either of the others is greater than yours in am• round, then they have wounded you. When you have accounted for the first tiger fight the second and hold off the third and fight the last normally.

	Dexterity	*Strength*
FIRST TIGER:	8	10
SECOND TIGER:	8	8
THIRD TIGER:	7	11

If you win, turn to **174**.

127

Alfanzar is slowly coming awake for the morning and you walk down to the West jetty gradually feeling better. At a bakers you use the last of your coppers to buy a hot loaf and you ask about Panash One Ear. "Oh, him," sniffs the baker. "He don't moor up at the West Jetty. He allus uses the East." You thank the baker and head for the East jetty at **77**.

128

As the captain sinks to the deck the heart goes out of the crew and they throw down their weapons. The slaves set up a tremendous cheer and wave their new swords in the air. They are cheering for you! You are their new captain! You take up the defeated captain's Blessed Sword and feel it tingle in your fist. You gain one FATE point. A miserable fellow is pushed onto his knees before you. He is shaking uncontrollably. The crew tell you: "This is the traitor Maltby. He pulled the oar nearest the drum master. He shouted an alarm when we broke out." At this Maltby lifts his ghastly-looking face, pleading for his life. You feel sorry for him but the crew rage: "He must die! He would have betrayed us! He always was a spy! He deserves to die! He must walk the plank!" If you agree and let Maltby walk the plank, turn to **44**. If you do not, turn to **149**.

129

Back in the Hall of the Animals, you walk to the centre and look around you again. As you look at the North wall, to the left is the Tiger door to **96**, and to the right of that the Lion door to **196**. Looking at the East wall, to the left is the Snake door to **72**, and to its right the Shark door to **228**. In the left-hand side of the South wall as you look at it is the Albatross door to **4**, and the Crocodile door to its right to **239**. You may enter any of the rooms.

130

The flaring torches along the walls become less frequent and there is a stale smell on the air. Then a brutal gust of wind flies down the passage and extinguishes all but one of the torches. You start to scuttle back but in the tricky light you fail to see the lifted edge of a flagstone and you go hurtling down an abandoned well to remain there for ever.

131

From the foot of the stairs you hear a tremendous crash and look back up to see the entrance vanish as a colossal block of basalt seals it off. There is no going back now! You press on fording the red radiance tiring on the eyes, hoping you are well on your way to the inner secrets of Black Crag Castle. Then you run headlong into a blank brick wall. You give it a push and feel it quiver and guess you can knock it over. You have 4 chances to roll 5 or 6 on one dice. Each time you do not roll a 5 or 6 you fail and you lose I Strength point. When you succeed, turn to **12**. When you have failed four times, turn to **109**.

132

You are not a popular person and the Lady Pirates rough you up a trifle, mocking you. You lose one FATE point and one Strength point. You scuttle off and follow the corridor around a turning to the East to **90**.

133

The Mummy seems to exhale a long groan as the thing collapses; roughly cut into the stone behind it are the words: SHANAP HAS 6 KINGS. You see this cryptic message sliding sideways as the wall revolves and another Mummy appears. You may go East to **171**, or West to **80**.

134

Just beyond the door is the skeleton of a shark on a dissecting table and a long corridor going East ending in two doors, one North to **175**, and one South to **201**.

135

Thankful to have escaped the animated lion pelts you see ahead a flight of steps leading North with a yellowish glow seeping down. You go on up to **110**.

136

The yellow light strengthened by phosphorescence from the walls shows you a cavern where light glitters and splinters everywhere—this is a Treasure Hoard! Here is the ransom of empires! Chests of gold and silver, jewels, ivory, priceless silks and tapestries, religious objects looted from the temples of a hundred creeds, wealth beyond measure. Yet everything lies beyond massive iron bars that would defy an elephant to bend or break. You may leave via the exit in the North—turn to **151**; or the Eastern side—turn to **217**.

137

From here you may go East to **87**, or West to **5**.

138

You must fight the crocs one at a time.

	Dexterity	*Strength*
FIRST SKELETON CROCODILE:	10	10
SECOND SKELETON CROCODILE:	10	11

If you win, turn to **26**.

139

You scuttle down the companionway into the shadows and sweating heavily slide onto your bench and rest your head on the loom of the oar, quaking as you hear shouts and screams from above. When the sadistic whipmaster checks the slaves you are given a few stripes; but it is clear you didn't try to escape so you don't walk the plank with the others. Lose one FATE point. Turn to **212**.

140

You decide to get out of here as fast as you can. You go quickly through the East door to **24**.

141

After a while, you reach the end of the tunnel. However, a jagged side tunnel to the West leads to **160**. A short tunnel to the right leads to an iron ladder clamped to the rock and going up into darkness to **116**.

142

You hurry South, but it is not long before you run headlong into a blank brick wall! Frustrated, you search in vain for hidden catches and eventually give up and return North— turn to **12**.

143

You cling to the rough edge of the hole as the tunnel tips to the vertical and you just wriggle in before the scraping rock closes the entrance. In pitch darkness you grope forward until a little light seeps in. You are in a passage leading East. You hitch up your sword and start off and shortly the way turns North. Turn to **204**.

144

Your sudden rush at the cox'n is doomed to failure as the crossbow bolt buries itself in your heart and your adventure ends here.

145

There are two doors at the end, Left to **180**, or Right to **55**.

146

You stumble over a raised flagstone and sprawl forward—lose one Strength point. Warily, you get up and approach a turning beyond which seeps a wan yellow light. Rounding the corner, you head North in the poor light until you come to a dead end: turn to **99**.

147

Your frenzied leap almost-almost-carries you clear but a spike of the portcullis catches you a nasty whack. Roll one dice. Half the score rounded up is the number of Strength Points you lose. Turn to **48.**

148

Leaping up you shriek: "Murderer!" and hurl yourself forward your knife raking for his throat. He jumps back snarling with sudden shock and hauls out his sword; but you are on him like a tiger. You just catch a blur of motion from the corner of your eye and even as you strike so you try to duck. Turn to **155**.

149

The released slaves accept your judgement and only give Maltby a kick or three. He slobbers all over your knees garbling out his gratitude. The crew is herded down to the rowing benches and the freed slaves decide they will take up a life of piracy. Turn to **154**.

150

You start off edging along above the writhing mass of snakes. A piece of the footing breaks away and you halt, heart pounding, until you're ready to go on again. The ledge is more fragile than you thought. Abruptly a large chunk breaks away without warning and the snakes below lift their triangular heads and hiss greedily. Test Your Fate. If you Fail, turn to **42**. If you Succeed, turn to **234**.

151

It is a longish way North, but you eventually pass through an opening and into another, roughly circular cavern. Turn to **178**.

152

There is nothing in this Shambler's stinking rags apart from creepie crawlies and you hear plenty of other Shamblers shambling up. You may go West to **137**, North to **226**, or East to **207**.

153

Shuddering at the loathsome thing you twist free at last. Your movements dislodge chunks of rotten flesh which plop from the corpse's yellow bones and you fight down the wave of disgust. You reach for your sword, snatch it up and aim a cleansing blow at the thing's head. If you have STORMANTLE, turn to **208**. If you do not, turn to **62**.

154

This doesn't suit you at all. Despite the past weeks of misery you haven't forgotten Panash One Ear or your mission to recover your Talisman. As the ex-slaves raid the galley for food and drink you have a few quiet words with some of the people you most rely on and eventually it is decided they will take you to Panash's lair and after that turn to piracy. Square the number in Panash's location and turn to that number. If you don't know the number then you will no doubt follow a life of piracy.

155

You hear a hiss and you duck and swivel and the sword slashes past your head. With a snarl you spring up ready to battle them all and you never see the belaying pin that puts your lights out. You are vaguely aware of hands on you and of a voice "No strangers at the Nine Isles, boys!" and fists grasping you and of being swung up and flying through the doorway and then blackness falls on you. Turn to **170**.

156

The pressure increases and the agony makes you try to scream and your lungs are crushed in and only a hoarse gasp croaks out. You drop the knife. The last things you see are the snake's jaws opening on their trick hinges to engulf you.

157

To act like this is natural but foolish. He cracks his whip expertly and entangles your legs and you go down with a thumping crash and a clank of chains. Lose 2 Strength Points and one FATE point. Turn to **68**.

158

The orange-yellow glow of your lantern falls slantingly down the narrow slimy steps. There is a rusty handrail against the wall where patches of mould stain into macabre patterns. You swallow down hard and put your foot on the first tread feeling a growing sense of unease. Lose one FATE point. Will you draw your sword? If so, turn to **197**. If not, turn to **71**.

159

As you reach for your Talisman you fancy the golden disc does not glitter as it used to do. You slide your fingers around the familiar shape and a tremendous buffet of psychic energy knocks you staggering back feeling as though you've put your hand in boiling water. You shake your head and stare with utter loathing at Panash's dead body and into your head the necromancer's thin and evil voice hisses with devilish amusement. "Go, my pets!" Turn to **193**.

160

The redness gradually fades and a blue glow strengthens as you step out unto a gallery around a deep cleft in the rock. Far below you see two galleys tied to a jetty. This must be Panash's secret harbour! One galley down there has a tiger painted red for a figurehead and the other an angel painted black. The tiger galley has four less oars and the other four more oars than the galley in which you were an oarslave. With much uproar and laughter the last of the swaggering bunch of pirates strut from the galleys and go shouting into a lower tunnel. Panash has just returned from a raid. He is here, in Black Crag Castle! Now you retrace your steps to the East and crossing the smooth tunnel you go forward with more determination into the tunnel on the other side of the junction and climb the iron ladder to **116**.

161

Your grasping fingers miss your grip and down you go through empty air. If the fall doesn't kill you then the mob of armed men rushing in will.

162

You walk South down a passageway that ends at a yellow hide door. You open it and go through, and see that the other side fits invisibly into the wall you are in the Hall of the Animals: turn to **129**.

163

Tiny Matison lands a last swiping blow with his broom and you go catapulting out into the street. "Clear off! I don't want scum like you creeping about here!" He shakes his broom and you stagger up and stumble off nursing your bruises. You lose two FATE points. Turn to **191**.

164

It seems you have little choice but to leave. Amdi's daughter stares expressionlessly at you as you go out of the room and back South to the foot of the staircase leading East at **35**.

165

You are just about to climb the stairs when a whole mob of pirates appears at the head of the stairway. They swagger down and you can see they are ripe for mischief. The best you can do is run swiftly North along the corridor and hope they think there's just been another fatal quarrel for they are common enough among this fraternity. Turn to **79**.

166

You just manage to leap aside and the spears miss you. Turn to **209**.

167

Your efforts appear successful and gradually the wind dies away and you start to drop to the floor. A last savage and wholly unexpected onslaught smashes in on you. Your sword chunks against wings and feathers but a lancing beak slashes into your eye. You fall and as though satisfied the Albatrosses fly back to the shadows of the ceiling. You lose 1 Dexterity point. Turn to **64**.

168

You reach the right-hand door and the awful cold falls away like icebergs calving and thankfully you step through—into nothingness. You pitch headlong into darkness and the spike trap awaiting the unwary, and your adventure ends.

169

Looking warily for more snakes you pad East down a

carpeted corridor to a chamber at the far end. The instant you step inside a hideous figure of a scaled man wearing snakeskin confronts you. He hisses and you see his fangs glitter. He starts to throw tiny venomous snakes at you. He has five of them and to save yourself being hit and losing one Strength point from each hit you must save against each snake by rolling 1, or 3 on a dice. If you are still alive after the fifth snake has been thrown you charge into the attack.

	Dexterity	*Strength*
SNAKEMAN:	8	8

If you win, turn to **58**.

170

Your head feels as though it is about to fall off and your back aches. You manage to open one bleary eye to see the dawn just flushing the sky and discover you are headfirst in the gutter. You stagger to your feet and know you daren't shake your head. You lose two FATE points. The Blue Anchor is closed and silent. A dog barks and walks over to you, tongue lolling. If you go East along the street, turn to **77**. If you go West, turn to **127**.

171

You are standing in a right angled corner wall by stone slabs with dark stains and tendrils of slime running down. A ghastly purple glow gives an eerie illumination. You may go South to **74**, or West to **40**.

172

Mardon the 'Twist grasps your elbow and points to the peaked helmet gleaming in lantern glow above the rail of the quarterdeck. His face twists evilly. Gripping his chains as a weapon he creeps towards the ladder. If you grip your chains likewise and follow Mardon, turn to **185**. If you're still undecided and continue to seek another way, turn to **54**.

173

He stops you with his cutlass flat against your chest. You say you have to see Panash and a suspicious look crosses his face. "Sure, friend. Along there." He points to the North corridor which is well lit and luxuriously carpeted. "Not far. Ask for Griselda." If you go along the corridor, turn to **145**. If you don't believe the pirate, turn to **203**.

174

Ripped and bloodied only tiger skins lie on the carpet. As you get your breath back a whiskery individual with a choleric red face bustles in shouting: "Have you got the capt'n's spyglass?" When you shake your head he snorts: "I might have known. I see you've been playing with the rugs." He dashes off and you decide he isn't important to your mission. You go out of the East Door to **225**.

175

A corridor lined with nets and shark hooks runs North and takes you to **53**.

176

You swiftly cross to the West door and go through—turn to **180**.

177

It is obvious that you are an intruder and the pirates' cutlasses flash and this is the end of the adventure for you.

178

A waterfall gushes from high above on the West side of the cavern as you stand at the opening, cascading into the rock floor and foaming away down to a hidden underground river. However, a ledge runs around the Eastern side, just wide enough—maybe!—for you to edge your way across, and to an exit on the opposite side. You get perhaps halfway, your back pressed into the rock and the spume from the crashing waterfall dashing into your face when you lose your footing! Test your Fate. If you Succeed, turn to **233**. If you Fail, turn to **195**.

179

All is silent as you hurry West, and enter a circular cavern. You notice an exit to the North and something else! Turn to **136**.

180

This room is filled with benches forming a waiting room although now it is empty but for a bent figure busily washing the floor. She looks up as you come in and you see a tired face lined with years of work. "If you're waiting to see Griselda—" she begins. You explain you are not waiting to see Griselda and ask if there is another way up. "Why should I tell you? You could be anybody. If my poor father Amdi was here he'd know what's best." She darts you a shrewd look. "D'you know how long he's been working in the graveyard?" If you know, turn to that number. If not, turn to **164**.

181

There is a fresh smother of foam, and you realize that you had better leave quickly before Fishman emerges. To escape North, turn to **222**; to run out the West side, turn to **66**.

182.

You stagger up dazedly and lose 2 Strength points. You summon up fresh determination and start for Panash and your talisman. Turn to **159**.

183

The door gives onto a room with lour beds. As you enter you feel an odd prickling all over your skin but you shrug this off. A movement in two of the beds catches your eye and to your horror you see the bedclothes thrown back and two skeletons rising brandishing cutlasses. The blades clash and you are fighting for your life. You fight the first skeleton and hold the second off by rolling against his Fighting Power to prevent hits wounding you in each round—you cannot hit hire until you have dealt with the first and can fight the second as normal. And it's no good thrusting—you must slash!

	Dexterity	*Strength*
FIRST PIRATE SKELETON:	9	8
SECOND PIRATE SKELETON:	8	6

When you have defeated both, turn to **34**.

184

You strike out boldly and when the first shark noses in you turn and give him a thrusting slash. Blood stains the water and you dive deep and power your legs as hard as you can. When at last you break surface and flick the hair out of your eves you look back to see the sharks locked in mortal combat. Feeling thankful you pull yourself out on the South side. You see a pile of small leather bags beside a battered wooden chest. The wooden chest is crammed with pearls. You exclaim in wonder and delight and then promptly fill a bag which contains a baker's dozen. You are *highly* pleased—turn to **224**.

185

The sentry is alert but he stands little chance against four desperate people brandishing chains and he is quickly bludgeoned to the deck. But the noise raises the alarm. With breathless speed the quarterdeck fills with armed marines. Your escape bid is over. If you are lucky they might not make you walk the plank. Test your Fate. If you Fail, turn to **100**. If you Succeed, turn to **43**.

186

The lady Pirates coo delightedly at the superb pearls and you manage a smile and march quickly oft before they start any more of their antics. You follow the corridor around a turning to the East to **90**.

187

You hand it over thinking it takes all kinds to stake a castle. "Thank you. My advice is, try not to upset the Pirates' Pet." With that you are suddenly alone; but you gain I Strength point and one FATE point. Turn to **238**.

188

Panting you stop slashing about as the air clears of the flittering vampire bats. Only then do you notice the words crudely daubed in blood on the wall. SHANAP HAS THREE QUEENS. From the shadows overhead floats the ominous beat of hundreds of pairs of tiny wings. The vampire bats are flying down to the attack again. Time to go! You may go West to **21**, East to **80**, or South to **107**.

189

Swiftly you knock loose the catch and the scorpion scuttles out, stinger arrogantly waving, and goes straight for you! Panash laughs in contempt and his finger pulls the trigger all the way. You can charge for him, turn to **85**; or you can try a dive for the side door, turn to **45**.

190

You feel awful and the woman draws you swiftly along the North passage to a small room where you slump onto a couch. She gives you a potion and too weak to resist you swallow it down. At once you feel better. You do not lose any more Strength points. You do lose 1 Dexterity point. Turn to **202**.

191

You try to force away the despair that makes you doubt you'll ever recover your Talisman again. You are attracting attention and a wharf rat sidles tip but you snarl at him and he swears back and skulks oil. You neither hear nor see what hits you. For just a moment a scarlet blossom flares behind your eyes; then the world falls in on top of your head. Turn to **37**.

192

Maltby calls after coil: "Friend, you saved my life and now I will save yours. I knew One Ear Panash and his tricks but he tricked himself when he took over this ancient fortress for it belonged to the Necromancer Revocles. Do not enter by the main gate or by the West gate by the sea. Find the trapdoor concealed under a thorn bush on the East side—this is what Panash told me one dirty night when he was in his cups." Turn to **28**.

193

You hear a creaking and clicking and at once you guess what is happening at your back. You swivel. You were right! The two skeleton crocodiles are moving, stretching, waddling on crooked bony legs towards you, naked jaws agape with teeth. If you know how to control a crocodile, turn to the number in the word of command. If you don't know, turn to **138**.

194

The four of you halt tensely hardly daring to breathe. The galley slaves are all sunk in deep sleep, exhausted by the day's pulling-and you are exhausted too; but you must nerve yourself to go in. Silently on bare feet you creep up the companionway onto the deck in the fresh air under the stars. Will you now jump in the water and swim for the shore close at hand? Or will you look for another way of escape? If you jump in, turn to **215**. If you look about, turn to **172**.

195

You just manage to keep a fingertip hold on the ledge, as the rushing water drenches you and threatens to drag you under to oblivion. With a superhuman effort you haul yourself back up out and sit on the ledge to get your breath back. Lose three Strength points. A moment later, however, you see a small opening in the rock behind you, just big enough to squeeze into. If you wish to explore this way, turn to **92**. To head North along the ledge, turn to **38**. To go South, turn to **7**.

196

The lion hide on the door is dusty and torn and you step through into a hall that looks narrow because of its length. Trophies adorn the walls with oval black and white shields and short stabbing spears. Lion pelts are strewn over the marble floor and as you walk you think you see from the corner of your eye a couple of them twitch. You swing about and stare hard; but the lion pelts just he there unmoving. Feeling an itch up your spine you go to the North end where two doors await your decision. The door to the left goes West to **247**, the North door leads straight to **30**.

197

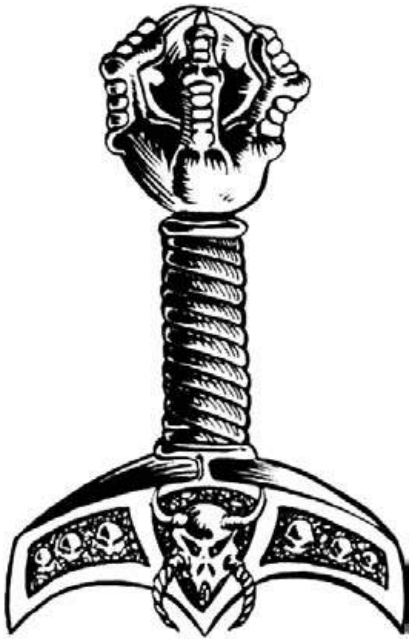
Boldly, with the captain's Blessed sword in one hand and the lantern in the other, you stride down the narrow slippery stairs and realize too late why the handrail is there and that you can't use it. You slip and fall headlong. Lose 2 Strength points. Rubbing your skull you get up—turn to **71**.

198

You can feel the blood pounding through your veins as you break the last link you have worked on and the chains slide free. Your companions are hairy and desperate—just like you—and as you rush up on deck you know this is your last chance for life. The sailors and marines are staring at the mermaids and so the released slaves can hit them by surprise. Quickly a ferocious fight spreads all across the galley. You knock down a seaman and grab his cutlass and then the captain roars his anger and leaps for you. As the blades cross you feel a tingle and know the captain wields a Blessed blade; but you're not dead—yet!

	Dexterity	*Strength*
CAPTAIN	10	12

If you win, turn to **128**.



199

The iron spikes smash past you as you leap aside. Turn to **48**.

200

Chunks of skeleton snake lie scattered about and you rest for a moment before inspecting the mausoleum. You rip the shrouding sheet away to reveal a balance whose two pans are empty and a sack of pebbles. This is a bit of a puzzle and you gingerly give the balance a bit of a push. The pans swing up and down before settling even as they were before. With a loud click that stakes you jump a panel slides aside in the plinth and you see gilt writing against the black marble. 'Think of a number. Double it. Add 44. Halve the sum. Take away the number you first thought of. Put that number of pebbles in the right-hand pan.' This you do and go to the number that is the same as the number of pebbles. If you can't do that you stay here and rot.

201

This South door leads you on to a long corridor running South and then it turns South West and you reach a circular cavern completely filled with a pool of water. In the water two triangular fins circle expectantly. You may at once retrace your steps and go North to **175**, if you don't like the look of this place. You can always dive into the water and try to swim to the South side. If you decide on this course of action you grip your knife, mentally prepare yourself, take an enormous breath and dive in. Test Your Fate. If you Fail, turn to **46**. If you Succeed, turn to **184**.

202

She grasps your arm and urges you to your feet. Now you can see she is a handsome woman of middle age and she looks worried and frightened. "You must come and help my master!" She shakes your arm. "Oh," you say, "who is your master?" "Why. Panash One Far, of course." There is no need of a decision here! There is just one way to go. You say: "Lead on!" Turn to **23**.

203

He turns nasty at once as you try to pass. "Not so fast!" He swings his cutlass at your head in a vicious kin. You duck and throw up your sword.

	Dexterity	*Strength*
PIRATE	8	8

If you win, turn to **165**.

204

You follow the corridor North, until you reach a door covered in crocodile skin. You pass through, and it swings shut behind you, blending invisibly into the wall on this side. You are in the Hall of the Animals—turn to **129**.

205

The sun blinds clown on the galley and quayside and glitters off the water as you stumble toward the gang-plank. A whip cracks cuttingly across your back and you jump and swing about, fists clenched. A big hairy barrel of a fellow with a black beard and a gold ear ring sneers at you and lifts the whip again. "Git aboard, scum!" he bellows, relishing his power. If you leap for him and try to throttle him, turn to **157**. If you swallow your pride and go on into the galley, turn to **68**.

206

You enter a plain room filled with barrels and sacks and immediately an over-dressed man accosts you wanting to know what all the fearful fuss was about and you explain the Pirates' Pet got loose. He shudders at this, saying: "The capt'n don't seem to mind the horrors left over in Black Crag." Then he stares hard into your face. "I don't know you! Hey, men, grab him!" You are held by a group of pirates who instantly obey the Quartermaster. You shout you have to see Panash. "Oh, so you know the capt'n, then?" "Of course!" you snap back witheringly. "Alright, how many Queens are there in the capt'n's chess set?" If you know the answer, multiply it by 20 and turn to that number. If you don't know, turn to **177**.

207

The corridor arches overhead and drips green slime glistening in the purple light. You may go North to **74**, West to **87**, or South to **61**.

208

I he gems decorating the twin eagles of Stormantle's hilt glitter like suns with a sudden brief life of their own as the blade smashes the corpse's gruesome head from its rotting shoulders. The thin hissing voice clamours in your brain, screeching: "One more time! One more tune!" The head rolls away into the shadows and the body stumps and deliquesces into a foul smelling puddle of slime. You give your shoulders a shake and bring your attention back to Panash. Turn to **13**.

209

To your horror you see the walls on both sides are covered with spear slots in six groups. You reason if you run hard enough you can get through before the spring mechanisms have time to react. You draw in a huge lungful of air put your head down—and flash! You hurtle forward and the spears hiss out and the last one just catches you a graze that knocks you off balance. You grab at a stone ledge and the paving slab beneath your feet revolves and pitches you down into an engulfing yellow radiance. Lose a FATE point and turn to **47**.

210

As you make a frenzied dash for safety you feel a crushing hand encircle your head like a ring of ice cold steel. It presses in remorselessly and you scream in agony vainly clutching at nothing material about your head and you fall and the psychic ring contracts. Your adventure ends here.

211

From here you may go West to **52**, or North to **5**.

212

The next morning the would-be escapers walk down the plank to feed the sharks. You believe a better organized escape would work and you set about recruiting suitable reliable people and you begin work on the new chains. Turn to **70**.

213

You let out a wild yell as you topple down into the writhing mass of snakes. Perhaps your bones might be discovered years hence, who knows? What is known is that this is the end of your adventure here.

214

The door leads to a spacious chamber where glowing crystal illuminates the space as so many of Black Crag Castle's areas are illuminated. A giant Albatross sweeps down toward you. He must be the grand-daddy of all Albatrosses, a monster, and he is on you at once with razor-sharp beak stabbing viciously.

	Dexterity	*Strength*
GIANTALBATROSS	8	8

If you win, turn to **102**.

215

You are wearing a heavy bundle of chains and this thought might just flash through your brain as you hit the water and sink straight down, glug-glug, to end your adventure here.

216

The flung spear takes the tiger cleanly so you only have to fight two. As you light the first you must hold off the second by rolling against his Fighting Power. You can only hit the one you are lighting and if the Fighting Power of the second is greater than your Fighting Power in any round then he has wounded you. When you have accounted for the first you fight the second normally.

	Dexterity	*Strength*
FIRST TIGER	8	8
SECOND TIGER	8	8

If you defeat both, turn to **174**

217

You walk a fair way East, your shadow eerie in the gloomy yellowish light, and enter another cave. You see that there is also an opening on the North side, and that most of the Eastern side of the cave floor is occupied by a large pool of stagnant water, gently bubbling. Turn to **229**.

218

Heading South, you see another opening in the distance ahead of you and you are not too surprised when you enter another cave. There is another exit on the West side, and most of the Eastern half of the cave is occupied by a large pool of stagnant water—turn to **229**.

219

At this three-way junction a smell of rotting flesh puffs disgustingly about you. You whirl to see a shambling grotesque creature with sunken ruby eyes and razor teeth and filthy clutching claws, slobbering with unappeased hunger, lurching forward to devour you. There is no alternative to fighting.

	Dexterity	*Strength*
SHAMBLER	8	8

If you win, turn to **75**.

220

Swiftly you knock loose the catch and with a wild and

wailing meow the cat leaps out and hurls herself at Panash. The crossbow thunks to the floor and with a desperate cry Panash rushes out of the room through the North door. The woman screams and faints and you charge after the pirate chief determined to get your Talisman back. Turn to **94**.

221

Mardon and the others loosen the weakened chain and creep out and climb the companionway. You watch them from the corner of your eye and only moments after they reach the deck a tremendous racket breaks out. You know they've been caught and you're thankful you realised Mardon didn't have a plan in his head. Turn to **212**.

222

Some way further, you enter another cavern. Turn to **63**.

223

You land safely in a welter of flying stones and shingle, and hurry on West, until the tunnel turns back to the South and you can hear the sound of rushing water ahead of you as you approach a new cave. Turn to **178**.

224

A few paces to the South, a corridor runs off to your right, and you follow this as it turns to the North, finally ending at a white-painted door. When you push it open and step through, it clicks shut behind you, blending invisible into the wall on this side—you are in the Hall of the Animals. Turn to **129**.

225

The passage turns due South and brings you to a yellow and black door. When you push it open and step through it clicks shut at your back and becomes part of the wall. You are in the Hall of the animals. Turn to **129**.

226

From this right angled corner you may go West to **5**, or South to **87**.

227

You land with a chest-shuddering crash on the opposite side and fall awkwardly and cut your head. Fortunately, the wound is not too bad and will heal, but you lose two Strength points before getting up and continuing East. After a while, the tunnel turns back South, and you almost at once enter another cavern—turn to **63**.

228

Shark skin covers tote door and you step past into a blue radiance. There are enormous fish tanks along the sides and sinuous forms glide through waterweeds. There are two exits in the East wall, both heavy sharkskin covered doors. You may take the left-hand one to **134**, or the right-hand one to **108**.

229

As you stand there, taking in your surroundings, the pool abruptly ripples and then spouts a smother of foam and a ferocious form. A Fishman leaps for you, his scales glittering silver, his eyes luridly green. He thrusts his trident forward, the three tines needle-sharp and wickedly barbed.

	Dexterity	*Strength*
FISHMAN	10	7

If you win, turn to **181**.

230

Swiftly you knock loose the catch and the snake coils out lifting its diamond head, tongue flickering, and strikes at you! Panash laughs in contempt and his finger pulls the trigger all the way. You can charge for him, turn to **85**; or you can try a dive for the side door, turn to **45**.

T. SELL 88

231

Thankfully you beat the lions to the door in the North wall, and run through. Turn to **135**.

232

Through the door you find the room is just a dusty lumber store and you fancy you hear a sneeze some way off. The junk is of no interest at the moment. You exit into the corridor East to **130**.

233

Feet and fingers scrabbling wildly, you manage to keep your footing, and as you do so, you twist and see a small opening in the rock behind you. just big enough to climb into; to explore this new way, turn to **92**; to head North along the ledge to the exit turn to 38; to go South to the opening that way, turn to **7**.

234

You recover your balance and make the rest of the way safely. The two doors in the East wall look exactly the same with gilt panels and bronze fittings. The left-hand door goes to **169**, and the right-hand one to **248**.

235

The red radiance glitters off a humped shape in the corner of the square room beyond the opening and you make out the battered harness of armour covering the remains of a once-powerful Warrior Woman. At her side lies a scabbarded sword, the hilt fashioned like two eagles and smothered in gems which must be worth at least 2,000 gold coins. Eagerly you climb up and take up the sword and feel a tingle immensely more powerful than the tingle from the captain's sword. The blade glistens in the ruby light as though running in blood. This is STOR-MANTLE and adds one to your Fighting Power. Gravely you salute the spirit of the Warrior Woman and you feel her spiritual karma and gain six Strength points. Highly pleased you drop down into the corridor and go on North to **141**.

236

With an insane screech Panash whips out his sword and turns on you.

	Dexterity	*Strength*
PANASH	11	14

If you win, turn to **106**.

237

You make it! Feeling the strain on your muscles you go racing West along the North balcony and as the officers on the South side yell and wave their rapiers in baffled fury you dive into the corridor. This turns North and is joined by a passage coming in from the West but you rush on through the door at the end of the North corridor and enter a plain scrubbed room. Turn to **41**.

238

You go on North until you reach a wide staircase flanked by swordfish statues leading up North. A dozen or so pirates lounge at the top and as you appear they perk up. "Hullo, what have we here?" says their leader jocularly. You say you are a new member of the crew looking for Panash. He eyes you calculatingly and his bully boys press in. "You could be, I don't know all of you. Right, how many oars a side does Capt'n Panash's galley have, hey?" If you know the answer, go to that paragraph number. If you don't, turn to **29**.

239

You step past the door covered in croc skin and facing you is a chamber with a pool of green tinted water at the centre of a tiled area. A scraping sound from the pool is followed by a ktf0uty snout and jaws filled with teeth appearing over the rite. The fight is bright and strikes off the croc's teeth in a most suggestive way. He waddles out and stares at you as though wondering which way to prepare you for lunch. You start to draw your sword and a squeaky voice calls: "Put that sword away! D'you want to upset Cecil?" A strange figure bustles into view. He is small and brown skinned and wears a loincloth and green turban. He puts down his bucket and rinse, a long brush. The croc hasn't stopped watching you and as you hesitate with your sword half-drawn he makes a sudden dash for you, tats agape. The little fellow shouts out very crossly; "Cecil! Attend!" At once the croc stops and turns back to the pool. The little fellow tells you that's the way to control 'em. "I have to clean their teeth regularly. We don't have the right kind of birds down here." He starts brushing Cecil's teeth arid you see a queue forming in the pool. You thank him and may leave through swinging doors in the East wall leading left to **97**, or through a croc-skin covered door South to **124**.

240

The passage soon turns sharply West, and you continue until you pass into another cave. The floor here has completely collapsed, leaving only a gaping jagged hole, and so pot take a deep breath and leapt Roll two dice. If the score is less than your Dexterity, turn to **223**. If it is the same or greater, turn to **31**.

241

The last tentacle falls away and you step free fueling pale and tremble. From here you may go West to **82**, East to **61**, or North to **52**.

242

It is not long before put come across an opening on your left—a side-tunnel progresses South–West that way. You may follow this passage South–West—turn to **101**; or continue on your way West—turn to **73**.

243

You walk back, past the drawbridge on your right, and carry on around to the West, flanking the chasm and the fortress with the sea roaring way on your left below steep cliffs. As you get fully to the West side of the castle, the cliff blocks further progress, but you see a bridge over the chasm leading Eastwards ducal\ towards the castle and so you take a deep breath and attempt to cross it—turn to **51**.

244

The Pirates' Pet sprawls across the corridor and stepping over a pool of green ichor you give thanks you are still alive. The pirates have vanished here. You press on even more determined to penetrate to the heart of Panash's evil fortress of Black Crag Castle. The corridor comes to a dead end; but there are doors in the sides and to go left, turn to **183;** or to go right, turn to **206**.

245

Your flailing fingers miss the edge of the opening and as the tunnel tilts to the vertical you go plunging helplessly down into pitch darkness and the cruel sharpened stakes awaiting you and your adventure ends here.

246

You just make it and swing up into the hole as the water roars and spumes past below. The noise is terrific but at last the water lessens. Now you may look further into the opening, turn to **235**, or go on North up the passage to **141**.

247

Thankful to close the door on those eerie lion pelts you step into the room and just have time to see it is a square chamber lit by torches when a suffocating mass envelopes your head and shoulders. You strike out blindly and feel your face being ripped and then you are free of the lion skin which dropped on you as you entered. You take a shaky breath and give the skin a kick as it lies on the floor. You lose one Strength point. You leave this room, before another pelt falls, through the South door to **162**.

248

Looking warily for more snakes you pad East down a carpeted corridor to a chamber at the far end. The reedy sound of a flute greets you as you push into the room and you see a man sitting cross-legged plating the flute before a basket and the swaying head of the snake following his movements. But—the flute-player is a Snakeman. He wears snakeskin armour over his own scales and as you appear he looks up and snatches the Mute away and hisses at you and you see his poisonous fangs. In the next instant he charges at you hissing his anger and his snake follows him into the attack. You will have to light the Snakeman and hold off his snake by rolling against the snake's Fighting Power. You cannot hit the snake but only defend yourself, if the snake's Fighting Power is greater than yours then he has wounded you. When you have accounted for the Snakeman you deal with his snake normally. If either the Snakeman or his snake rolls double-six then they have sunk their poisonous fangs into you and you lose an extra Strength point

	Dexterity	*Strength*
SNAKEMAN	9	9
SNAKE	10	5

If you win, turn to **140**.

249

The way North ends after a short distance at a cavern entrance, beyond which you can hear the sound of rushing water. Cautiously, you go forward—turn to **178**.

250

With the second and final death of the necromancer the creatures of his evil alchemy vanish away and the death of their leader chastens the pirates who elect a new leader and set sail for a fresh cruise. So you are able to roam freely and at will among the marvels and treasures of Black Crag Castle.

Your first task is to select a fine gold chain to hang the Talisman around your neck. Then you go on a tour of inspection that creates such wonder the memories will remain indelibly with you for the rest of your life.

With the dawn you step out onto a high balcony and in the early rays of the sun see your galley riding at anchor in the hay with the ex-slaves all waving at you. With a wry smile you think of the treasure awaiting them and surmise they will not mm need to go on a pirate cruise. You hitch up Stormantle and with a reassuring touch to your Talisman go down to greet your friends.

DE-LEEUW 88

MESSAGES from BEYOND

Dear PROTEUS,

I'm afraid this is a letter of complaint, just to spice up your 'Messages from Beyond'. No, I am not going to complain about your artwork or adventures, but about your letters page.

I have collected your magazine since issue 10, and sort of skimmed over the letters page with little interest. Having started to get 'White Dwarf', I realised the reason for this: nearly all your letters are complimentary. If this is all you receive, then fair enough. Print a couple per issue, but don't bore us to death with such words as 'Ace', 'Brill', 'Fab'—it really is pathetic and makes extremely boring reading.

Your letters should be either critical, or contain intelligent points and questions, just like this one.

P.S. If you don't print this 'Annie Small-Axe' (see 'Rogue's Gallery') will relieve you a8 of your heads.

J.G. Hoar,
Teddington, Middlesex.

Believe it or not, the vast majority of letters we receive are of the 'Ace', 'Brill', Fab', variety and we would truly welcome missives that make a point rather than merely flatter. We should like to mention, however, that threats such as yours do nothing to ensure publication—you may be interested to know that most of our staff have already been beheaded at some time during the last couple of centuries—indeed, 1 have my own head tucked under my arm as I scribe this.

Dear PROTEUS,

Why has the price gone up from 85p to 95p, and are we getting anything else for the money?

David Stokes, Warley,
West Midlands.

Unfortunately, we have had to put up the cover price in order to absorb ever-increasing production and paper costs. Despite numerous rather nasty threats, and the odd spell or two, we are unable to control these price increases-but we hope you'll still consider PROTEUS to be good value for money.

Dear PROTEUS,

Having just finished PROTEUS No. 15 I have a few points to make. Firstly, although usually quite good, the artwork can sometimes be seriously lacking. But congratulations are due to whoever drew the dragon on page 19.

The adventures are quite good, if a little hard, but the rules for fighting need to be completely changed. They're almost as bad as the *Fighting Fantasy* system.

On the Fantasy v. Sci-Fi debate, I have this to say if the adventure is a good one I don't care whether I'm fighting an android or an orc, with a laser or a battle-axe.

Next, posters. I liked the one in issue 6, but the double sized one in issue 15 was absolute rubbish. Please make up for it with another double-sized one soon!

Michael 'Orcdeath' Kennedy,
Co. Wicklow,
Ireland.

Thanks for your comments Michael. Your views on the Fantasy, Sci-Fi question may be of interest to our next writer.

Dear PROTEUS,

G'day and congratulations on such an outstanding fantasy mag—or is it?

Discussing the hot-spot of PROTEUS Science Fiction: in my opinion fantasy is the internal parts of the brain creating a world of indescribable happenings and beliefs. On the other hand Science Fiction is the true sense, as in time this is going to become fact and therefore it can't be classed as fantasy. So it shouldn't be included in a Fantasy magazine.

P.S. Please print my letter as I am writing to one of your ladies in the pen-pals column and I would like her to read my concept of Fantasy and Sci-Fi.

Darren Grocke, Smithfield
Plains, South Australia.

An interesting point, Darren. But surely Science Fiction is still Fantasy in a sense, as writers of such stories are using their imagination to conceive how things MAY be-they are yet to be proved correct. Likewise, we hope you are not trying to tell us the Fantasy creatures in PROTEUS DON'T exist. The troll who lives in our filing cabinet is currently planning an Antipodean trip to prove you wrong on that one!

Dear PROTEUS,

Looking through back issues of PROTEUS, I finally decided to add my voice to 'Messages From Beyond'.

The Sci-Fi debate—everything which happens in this genre is NOT explained scientifically. Take faster-than-light travel (as in *Star Wars*)—according to Einstein, such a thing is theoretically (and most probably practically) impossible. Also, in reply to the anti Sci-Fi people out there, I happen to enjoy playing Sci-Fi games as much as Fantasy and there is much more scope for adventure.

I no longer play solo gamebooks, but I use your magazine to translate the adventures into scenarios for role playing games.

By the way, Roger Garland did a great piece of poster artwork in issue 14.

P. Berry, Ossett,
W. Yorkshire.

Dear PROTEUS,

Matthew Dalby in issue 16 is right. Proper Sci-Fi would be good. Not this half-cast drivel you have been churning out because you ran out of reasonable ideas for PROTEUS.

Stefan Install,
Birmingham.

Oh dear! Well, you can't please all the readers all the time.

Dear PROTEUS,

Yet another letter bulging with compliments! The artwork in PROTEUS is superb, especially Mark Dunn. My favourite adventure so far is 'The Forgotten City' by David Brunskill.

I detest Sci-Fi!! So no more please! Although, in agreement with 'Paige the Oracle' I think it would be a good idea to publish a horror story, preferably brimming with blood, gore and creatures never seen by sane men.

Most readers seem to include a threat in their letters so here's mine: Print this letter or I'll get my pet Balrog to come and hang you over a pit of fiery brimstone by your intestines. How's that?

Raistlin the Mage,
Hitchin.

Must be psychosomatic, but suddenly we've all got tummy ache!

Please note: You will have more chance of seeing your work published in PROTEUS if you only submit artwork drawn in ink, on plain white paper.

Above and left:
Ben Sanders,Hitchin, Herts.

Top right and right:
**Roy Campbell,
Beckenham, Australia**

Below:
'Balrog' by Raistlin the Mage, Hitchin, Herts.

Above:
**'Arnie Small-Axe' by J.G. Hoar,
Teddington, Middx.**

Rogue's Gallery

Below:
'Mad Mike the Mangler', David Stokes, Warley, West Midlands

Above:
Derek Wilson, Fife, Scotland

Once again, our 'Rogue's Gallery' of monsters, weaponry, and other gruesome figments of fantasy, as drawn by our very talented readers. Keep 'em coming!

If you would like to advise readers of your club or role-playing group, or ask if anyone is interested in forming a group in your area, write to Club Corner, PROTEUS, 6 Church Street, Wimborne, Dorset BH21 1JH.

14 year old seeks adventure in Blackpool area, plays most RPGs, happy to join an on-going campaign.
Tim Rosser,
[redacted]
Blackpool,
Lancs,
[redacted]

Gamers in the Wakefield area! If you are aged 15+ and are a **serious** role-player or wargamer and would like to help start a new group, then write to:
Paul Berry,
[redacted]
Ossett,
West Yorkshire,
[redacted]

SKELETON KEYS
NOTHING LIKE THIS HAS EVER BEEN OFFERED BEFORE

World renowned escapologist David De-Val has been persuaded to release to the readers of PROTEUS his amazing set of SKELETON KEYS. each set of six keys will open like magic over 200 padlocks, etc. Manufactured from high grade hardened and tempered spring steel. NO SKILL REQUIRED. simply try each key until you find the one to open the lock. Used by David on all his television appearances. **Price £8.00. Please add 30p postage and packing**

***Send today*—**
Make cheque/PO's payable to Mr D. Littler, Dept. P1, 2 Springhead Avenue, Oldham, Lancs OL4 5SP

Anyone, anywhere, any age – please write to a lonely Welsh fencer: Tian the Black Warrior,
[redacted]
Rumney,
Cardiff,
[redacted]

Penpals wanted (14-17) into role-playing, Marillion and SF.Male or female. All letters replied to:
Paul Berry (16),
[redacted]
Ossett,
West Yorkshire.
[redacted]

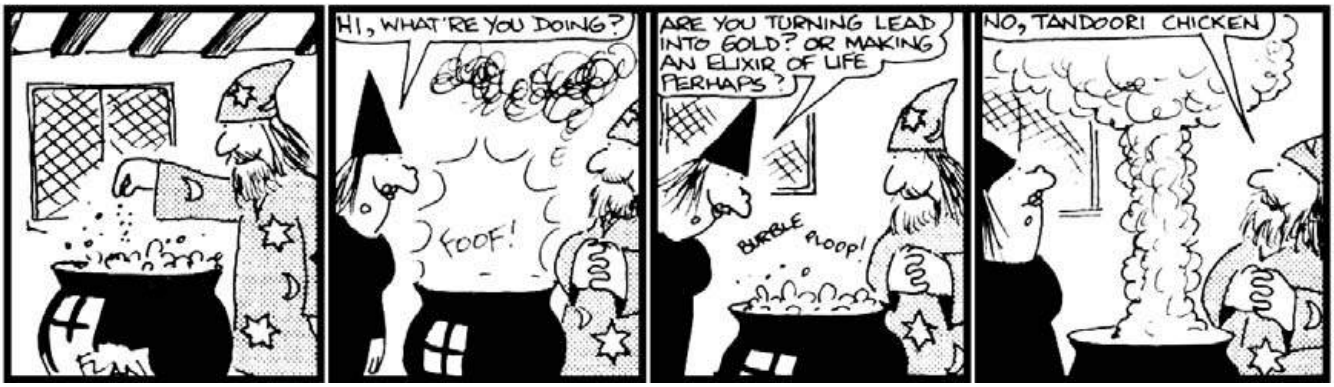
Hi! I am a 13 year old girl who is looking for other girls who like FF, D and D and other RPG books. I would prefer girls aged 12-14, but anyone can write. All letters will be answered. Write to Juliana Gcapo,
[redacted]
Dunedin,
New Zealand.

Anybody who loves heavy metal and lives around London.Games group in plan. Andrew Oram,
[redacted]
Norbury, London[redacted]

Wanted: Pen-pal aged 11-13, who's heavily into PROTEUS,Fighting Fantasy, D and D etc.,
David Woodhead (Questor the Elf),
[redacted]
Sandal,
Wakefield,
West Yorkshire.
[redacted]

I'm 16 and I would like a pen-pal, be they fair maiden or mighty warrior, who is mad on fantasy and RPGs, especially D and D.
Stuart Tucker,
[redacted]
North Baddesley,
Nr. Southampton,
Hampshire,
[redacted]

MERKIN


HI, WHAT'RE YOU DOING?
FOOF!
ARE YOU TURNING LEAD INTO GOLD? OR MAKING AN ELIXIR OF LIFE PERHAPS?
BURBLE PLOOP!
NO, TANDOORI CHICKEN

PROTEUS No.18

Another Complete Fantasy Adventure Game

PLUS ANOTHER FANTASY POSTER

More

PROTEUS PERILS TO BRAVE

On sale Friday March 18

'SUAVE,... SOPHISTICATED, ...MORIBUND..'
DUDE-O-DO-DO
COOL DUDE MAN
"HI GIRLS!... I LIVE MY LIFE IN THE FAST LANE.. BUT LET ME SHOW YOU THAT IN M.P.H...!!"
WHAT A BORE!
EEEYUK! WHAT A SLIMY!
"LIKE THE WHEELS?... ALL MY OWN WORK!"
OUT TO IMPRESS!
TOOT! TOOTLE! HONK! HONK!
COUGH! SPLUTTER. CHOKE!
...AND IN TOP GEAR!
SPEEDO
REV! RAAAR!
...AT THE BRAKESTOP,
WOW!
"A GREAT MOVER DON'T YOU THINK? IN FACT ALMOST AS GOOD AS ME!!"
"THERE IS HOWEVER ONE SMALL DRAWBACK..."
BUT!
OOOH! HE'S MY KIND OF GUY. A REAL G.FORCE MAN! GIGGLE!
WOW! WHAT A CUTE, CUTIE!
DUDE #1
-ED- 'PROTEUS READERS ARE ADVISED NOT TO DRIVE AT 600 MPH AS THIS IS NOT ONLY DANGEROUS BUT ALSO IMPOSSIBLE!
VROOM! VROOM!
STORY-IAN DOCKERILL ART-MARK DUNN

A Complete Fantasy Adventure Game Magazine
PROTEUS
FREE FANTASY POSTER
Dare you enter the MAZES OF MARAGUS?
FREE DICE WITH No 2
Dare YOU brave the perils of UNDERG'S TOMB
The Forgotten City
The Sceptre of the Elvenking
LORD OF CHAOS
SOLD OUT
Treasures of the Cursed Pyramid
The Shadow of Shargan
The Weaves of Nightmares
Extra special Christmas Adventure
The Bavarine Madness

BACK NUMBERS

Back issues from 2 to 4, 7, 8, and 10 to 16 are available from Proteus, Wimborne Publishing Ltd., 6 Church St., Wimborne, Dorset BH21 1JH. Just send a cheque, –P.O. or bank draft (in £ sterling) payable to Proteus with your name and address and state which issues you require.

Copies cost £1.25 each including postage (£1.75 overseas, surface mail). Sorry, No. 1, No. 5 and No. 6 are now sold out.

BINDERS

High quality deep red vellum covered binders are now available to hold six issues of Proteus. Each binder contains six nylon fixings which will each retain an issue without damaging it and allow its removal at any time.

The binder has PROTEUS embossed on the spine in gold lettering. Keep your issues in pristine condition for just £3.95 plus 50p postage (£2.50 postage for overseas readers). Just send a cheque, P.O. or bank draft (in £ sterling only), together with your name and address to Proteus, Wimborne Publishing Ltd., 6 Church St., Wimborne, Dorset BH21 1JH.

FANTASY Sweatshirts from

PROTEUS

High quality, long-sleeved, white poly-cotton sweatshirts. Machine washable. Printed with exclusive *Proteus* artwork

Three designs: BRIMGETH (right), LIZARD MAN (centre) or BLACK QUEEN (adult sizes only) printed in black with a red *PROTEUS* logo.

Children's sizes 26", 28", 30", 32" chest. Price **£6.99** including postage (£7.99 to overseas addresses).

Adult sizes; small (34"), medium (36"-38"), large (40"-42"). Price **£8.99** including postage and VAT.

Cheques or postal orders made payable to *Proteus* accepted **in £s sterling only.** Send to *Proteus* Promotions, 6 Church Street, Wimborne, Dorset BH21 1JH. (Mail order only.)

If you do not wish to cut your copy of *PROTEUS*, please photostat the page or copy the order form onto a piece of paper. **Please allow 28 days for delivery.**

Please send me..... *Proteus* Sweatshirt(s)

CHILDREN'S	26"	28"	30"	32"
PRICE	**£6.99** (£7.99 overseas)			
BRIMGETH				
LIZARD MAN				
ADULTS	S	M	L	
PRICE	**£8.99** (£8.99 overseas)			
BRIMGETH				
LIZARD MAN				
BLACK QUEEN				

I enclose a crossed cheque/P.O. value £_____ payable to ***Proteus*** (£s sterling only)
Send to ***Proteus* Promotions,** 6 Church Street, Wimborne, Dorset BH21 1JH

NAME _____

ADDRESS _____

_____

_____

POSTCODE _____

Please allow 28 days for delivery